1985

ERNIE ZAMPESE

Rams

OFFENSE

Ernie Zampese

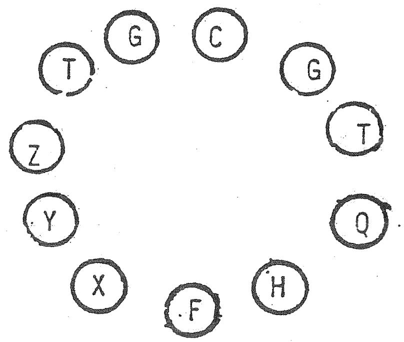
THE HUDDLE

THE CADENCE

THE QB AT THE L.O.S.

BASIC ALIGNMENT

THE HUDDLE



CENTER FORMS THE HUDDLE 7 YDS FROM THE BALL

DON'T CROWD

ALL HANDS ON THE KNEES

QUARTERBACK IN POSITION TO RECEIVE BENCH SIGNAL

QUARTERBACK CALLS:

1. FORMATION
2. PLAY
3. SNAP COUNT
4. EXAMPLES: I RIGHT 80 TOSS ON WHITE
   SPLIT LEFT SCAT LEFT 866 FLARE ON RED

ON THE COMMAND OF "READY--BREAK," PLAYERS CLAP THEIR HANDS AND LEAVE THE HUDDLE.

WR'S ALERT LEAVE THE HUDDLE AFTER THE SNAP COUNT IS CALLED, BEFORE THE COMMAND OF "READY-BREAK".

QB ALERT, LET THE WR'S LEAVE THEN CALL "READY-BREAK". QB APPROACH THE L.O.S. THE SAME WAY EACH TIME.

THE CADENCE

EXPLANATIONS

OFFENSIVE LINE ASSUME 2 POINT STANCE. ELBOWS ON KNEES. RUNNING BACKS AND TIGHT END ASSUME 3 POINT STANCE. WIDE RECEIVERS' ASSUME 2 POINT STANCE, OUTSIDE FOOT BACK.

---MAKE THE DEFENSE THINK QUICK COUNT---

CADENCE

1. THE QB CALL SET - OFFENSIVE LINE DROPS TO 3 POINT STANCE.
2. A PAUSE -- THEN THE CHECK-OFF CALLS ARE MADE, A "LIVE" OR "DEAD" COLOR WILL BE CALLED FOLLOWED BY A PLAY NUMBER. THIS WILL BE REPEATED. IF THE LIVE COLOR IS CALLED THE PLAY WILL BE CHANGED ACCORDING TO THE NUMBER UTILIZED.
3. A PAUSE -- THE COUNT BEGINS. THE TERM "HUT" WILL BE CALLED TO SIGNIFY EACH COUNT.
4. THE COLOR COUNT -- THE QB WILL CALL ONE OF THREE COLORS IN THE HUDDLE, WHICH GIVES THE COUNT. RED = 1, WHITE = 2, AND BLUE = 3.

SNAP COUNT EXAMPLES

ON RED - "SET - WHITE 89 - WHITE 89 - HUT"

ON WHITE - "SET - BLUE 89 - BLUE 89 - HUT-HUT"

ON BLUE - "SET - RED 89 - RED 89 - HUT-HUT-HUT"

ON FOUR - "SET - GREEN 89 - GREEN 89 - HUT-HUT-HUT-HUT"

ALTERNATIVES

ON 1ST SOUND - "HUT" OL DOWN POSITION

ON SET - "SET" - OL UP POSITION

ON GO - "SET - GO" - OL UP--DOWN ON SET

ON SECOND COLOR - "SET - GREEN 89 - GREEN"

ON FOUR - "SET - RED 89 - RED 89 - HUT-HUT-HUT-HUT"

HARD COUNT - BROKEN RHYTHM BY VOICE - INFLECITON
EXAMPLE: HUT HUT --- HUT/HUT --- HUT-HUT

DOWN CALL - REGARDLESS OF THE COUNT, ASSUME A 3 POINT STANCE. "DOWN" IS USED IN TWO MINUTE AND GOAL-LINE SITUATIONS.

AUDIBLES

OUR AUDIBLE SYSTEM IS DESIGNED WITH A DUAL PURPOSE IN MIND.

1. TO PREVENT A BAD PLAY

   MOST DEFENSES IN A RUN DOWN SITUATION WILL TRY TO FORCE A BAD PLAY WITH A SAFETY BLITZ (EITHER SS OR WS). A RUNNING PLAY INTO A SAFETY BLITZ CREATES MORE DEFENDERS THAN BLOCKERS AND GREATLY ENHANCE LOSS OF YARDAGE. TO ENSURE AGAINST A BAD PLAY WE WOULD AUDIBLE VERSE THE BLITZ. E.G. TOSS IS CALLED INTO WK BLITZ - AUDIBLE TO TOSS/STRONG/PASS PLAY.

2. PASS - RUN CHECK WITH ME

   PASS CHECK WITH ME CAN BE USED TO HAVE BEST PASS PLAY CALLED VS CERTAIN EXPECTED COVERAGES. DEUCE FORMATION/SS ALIGNMENT.

   RUN CHECK WITH ME WOULD ALLOW DIRECTION OF PLAY AT LINE OF SCRIMMAGE TO RUN AWAY FROM SAFETY FORCE. DEUCE FORMATION/SS ALIGNMENT/FRONT SHIFT.

EXAMPLE OF CHECK WITH ME:

QB IN HUDDLE "CHECK WITH ME 80 OR 90 TOSS ON WHITE.

QB AT L.O.S. SET; WHITE 80; WHITE 80; HUT-HUT

TO CHANGE A PLAY AT THE L.O.S. THE QB WILL:

1. REPEAT THE SNAP COUNT CALLED IN THE HUDDLE.
2. FOLLOW WITH THE PLAY TO BE RUN.
3. REPEAT THE ABOVE SEQUENCE.

WHEN THE PLAY IS CHANGED AT THE L.O.S. THE BALL WILL ALWAYS BE SNAPPED ON THE SECOND HUT.

PASS AUDIBLES

11 (QK HOOK)
12 (FLAT)
989 (OUT)
653 (F UP)
844 (WIDE)
LEO/REX

RUN AUDIBLES

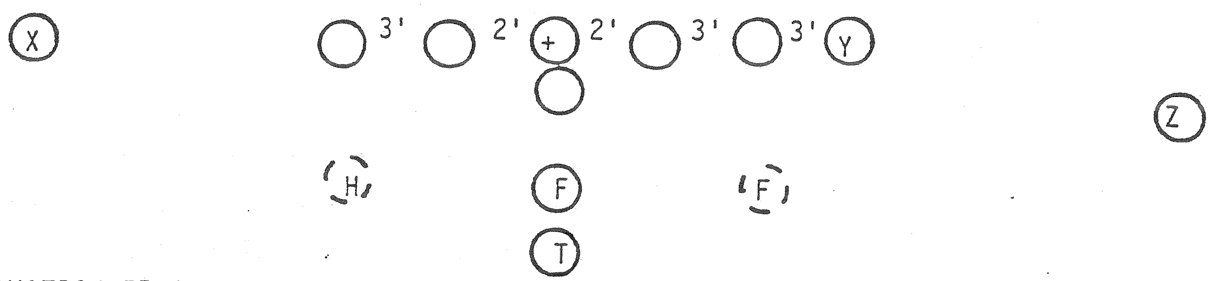
60/70 = BELLY
80/90 = TOSS

EXAMPLE OF PLAY BEING CHANGED AT L.O.S.

HUDDLE CALL IS 60 PWR TRAP ON RED.

QB - SET; RED 11; RED 11; HUT-HUT

BASIC ALIGNMENT



1. I FORMATION FB ALIGN WITH HANDS 4 1/2 YDS FROM THE BALL. THE TB ALIGN WITH FEET 7 YDS FROM THE BALL.

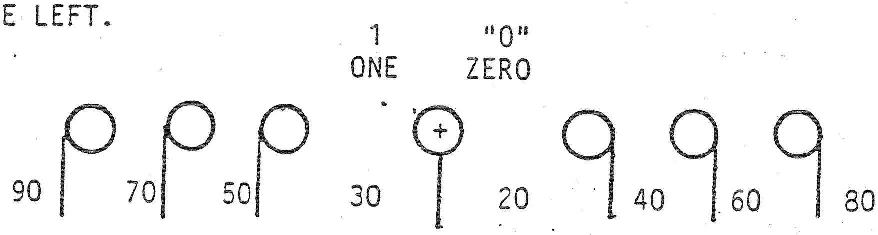
2. SPLIT FORMATION HB/FB ALIGN WITH HANDS 4 1/2 YDS FROM THE BALL. FEET SPLITTING THE OUTSIDE FOOT OF THE TACKLE.

3. X IS THE SPLIT END. Y IS THE TIGHT END. Z IS THE FLANKER.

4. LINE, BACK, AND RECEIVER ALIGNMENTS WILL VARY BY GAME PLAN.

RUN NUMBER SYSTEM

OFFENSIVE HOLES ARE NUMBERED AS DIAGRAMMED BELOW. EVEN HOLES TO THE RIGHT AND ODD HOLES TO THE LEFT.

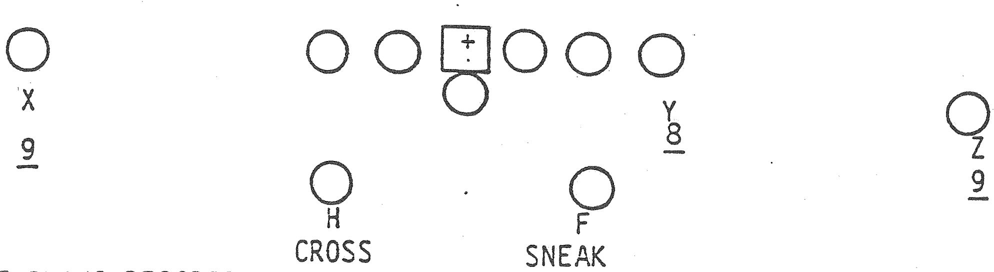


1. EACH HOLE INDICATED THE AREA TO BE BLOCKED, EACH HOLE CAN HAVE A VARIETY OF BLOCKING PATTERNS.

2. FOR EACH PLAY, THE POINT OF ATTACK WILL HAVE A DESCRIPTIVE WORD ADDED TO DESIGNATE THE BACKFIELD ACTION AND BLOCKING PATTERN

PASS NUMBER SYSTEM

EACH RECEIVERS PASS ROUTE IS NUMBER ZERO THRU NINE ("0"-9). THE WEAK RECEIVER RUNS THE 1ST DIGIT, THE MIDDLE RECEIVER RUNS THE 2ND DIGIT, AND THE STRONG RECEIVER RUNS THE 3RD DIGIT. BACKFIELD ROUTES ARE NAMED. EXAMPLE: 989 H CROSS SNEAK



FOR SOME PLAYS DESCRIPTIVE WORDS GIVE PASS PROTECTION AND BACK ACTION.

FORMATIONS

BASIC FORMATIONS

I
FAR
NEAR
SPLIT

BASIC VARIATIONS

CHANGE	HB AND FB EXCHANGE POSITIONS IN SPLIT SET.
HALF	HB ALIGNS BETWEEN X AND TACKLE, FB BEHIND THE QB.
FULL	HB ALIGNS OUTSIDE X, FB BEHIND THE QB
SPREAD	HB ALIGNS OUTSIDE Y, AWAY FROM THE SLOT. FB BEHIND THE QB.
SLOT	BOTH WR'S SAME SIDE, OPPOSITE THE TE.
2 TIGHT	2 TE'S, 2 RB'S AND Z. SECOND TE AT X.
PAIR	2 TE'S, 2 RB'S AND X. SECOND TE AT Z.
G.L.	3 TE'S, 2 RB'S AND NO WR. THIRD TE AT Z.
S.Y.	3 TE'S, 2 RB'S AND NO WR. THIRD TE AT Z.

ONE BACK SETS

ACE/DEUCE	2 TE'S, 2 WR'S AND 1 RB. SECOND TE AT HB.
TREY/TWINS	2 TE'S, 2 WR'S AND 1 RB. SECOND TE AT FB.
DOUBLE/SINGLE	1 TE, 3 WR'S AND 1 RB. THIRD WR AT HB.
TRIPS/FLANK/FLEX	1 TE, 3 WR'S AND 1 RB. THIRD WR AT FB.

ONE BACK VARIATIONS

SOLO	APPLIES TO ACE. GAME PLAN FORMATION
DUAL	APPLIES TO DEUCE. GAME PLAN FORMATION
TRIO	APPLIES TO TREY. GAME PLAN FORMATION
TWIN OPEN	APPLIES TO TWINS. FB EXTENDS SPLIT.
DART	APPLIES TO DOUBLE. X MOTIONS INSIDE OF HB.
WHIP	APPLIES TO DEUCE. X MOTIONS INSIDE OF HB.

TWO BACK VARIATION

OPEN	3 WR'S AND 2 RB'S (PRE SHIFT FOR SHOT GUN).

GUN FORMATIONS

SHOT GUN	3 WR'S AND 2 RB'S
RIFLE	2 WR'S, TE AT Y, AND 2 RB'S
GUN	CALLED WITH ANY FORMATION. QB SET DEEP.

FORMATIONS

INDIVIDUAL VARIATIONS

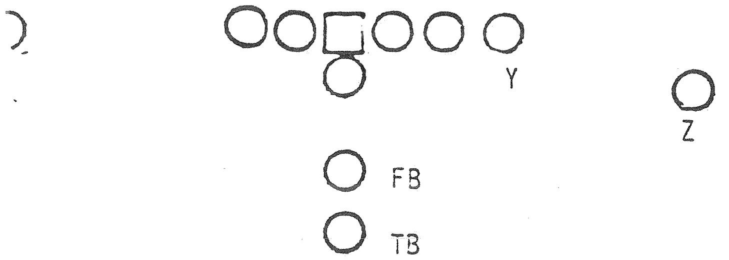
UP	FB ALIGNED 1 YD OFF THE L.O.S. NEXT TO THE OT/TE
ON	FB ON THE L.O.S. NEXT TO THE OT.
OFF	TE (Y) ALIGNED OFF THE L.O.S. - FLANKER (Z) ON THE L.O.S.
OPEN	TE (Y) EXTEND SPLIT 3-6 YARDS.
FLOP	TE (Y) AND FLANKER (Z) EXCHANGE POSITIONS.
TIGHT	SE (X) TIGHTEN SPLIT 1-3 YARDS.
NASTY	SE (X) TIGHTEN SPLIT 3-6 YARDS.
WING	FLANKER (Z) TIGHTEN SPLIT 3-6 YARDS.
STACK	RECEIVER (X-Y-Z) ALIGN IN THE BACKFIELD.
U	WR'S (X-Z) EXCHANGE POSITIONS.
TARE	FB AND Y EXCHANGE POSITIONS IN SHOT GUN FORMATIONS.
SWITCH	SUBSTITUTE BACK (WR) AND TE EXCHANGE POSITIONS IN 1 BACK OR S.G. SETS.

MOVEMENT

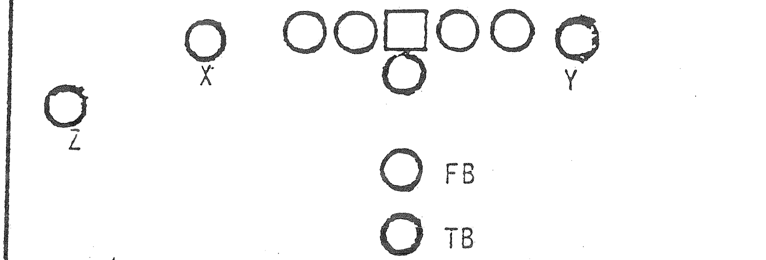
JET	BACK MOTIONS ACROSS THE BACKFIELD.
MOTION	BACK MOTIONS TO HIS SIDE.
ZOOM	FLANKER (Z) MOTION TO THE FORMATION CALLED.
ZIP	FLANKER (Z) MOTION - BALL SNAPPED BEFORE TE/INSIDE X INSLOT.
ZAP	FLANKER (Z) MOTIONS OUTSIDE OF TE IN REGULAR/X IN SLOT.
SHORT ZOOM	FLANKER (Z) MOTION TO THE FORMATION CALL TO THE O.T.
ZING	ROVER ALIGNS OPPOSITE THE FORMATION CALL, MOTIONS TO THE OT.
WHIZ	SE (X) MOTIONS TO THE FORMATION CALLED. (BECOMES Z)
SHORT WHIZ	SE (X) MOTIONS TO THE FORMATION CALL, TO THE OT.
FLY	TE (Y) ALIGN OPPOSITE, MOTION TO THE FORMATION CALL.
FLY IN	TE (Y) MOTION INSIDE Z.
LONG FLY	TE (Y) ALIGN OPPOSITE, MOTION TO FORMATION CALL OUTSIDE Z.
BUZZ	TE (Y) MOTION OUTSIDE X.
SHORT	BACK/RECEIVER 2 STEP MOTION, GERRED TO A GIVEN PLAY.
TRADE	TE (Y) ALIGN OPPOSITE, SHIFT TO FORMATION CALL.
SHIFT	ONE OR MORE PLAYERS CALLED TO MOVE A GIVEN SPOT.
JUMP	BACKS AND RECEIVERS MOVING TO THE FORMATION CALL IN UNISON.
FAKE	TELLS MOTION MAN TO START OPPOSITE ASSIGNED MOTION CALL.
WHIRL	SE (X) MOTIONS TO FORMATION CALLED. (REMAINS X).

BASIC FORMATION

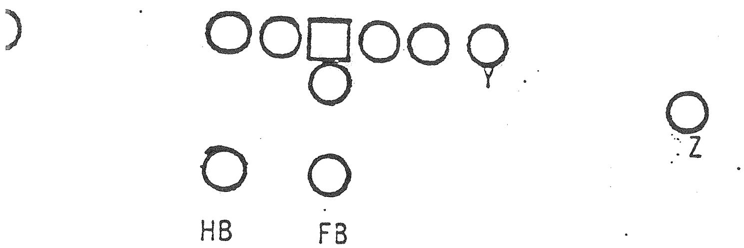
I RT



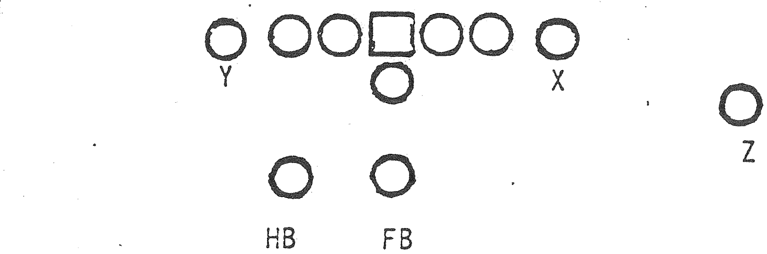
I RT SLOT



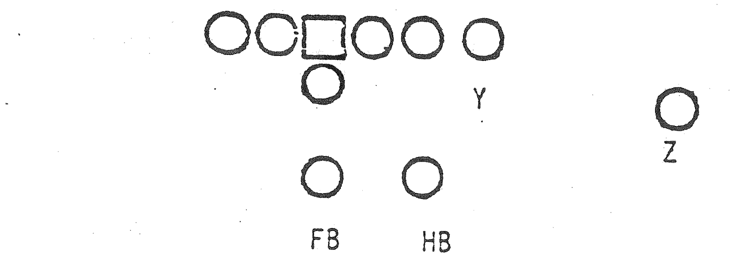
FAR RT



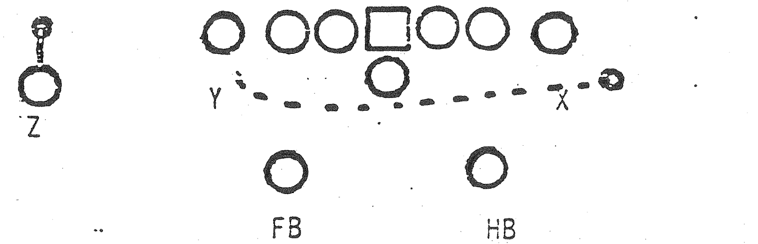
NEAR LT SLOT TIGHT
(2 TE'S)



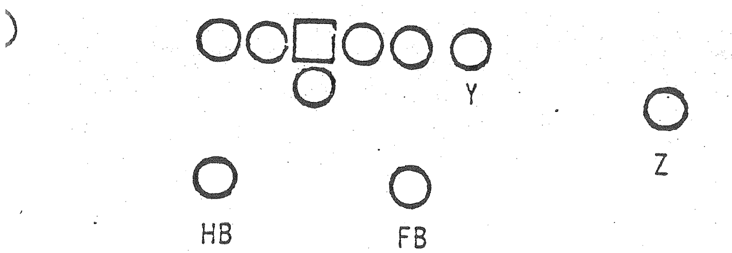
NEAR RT



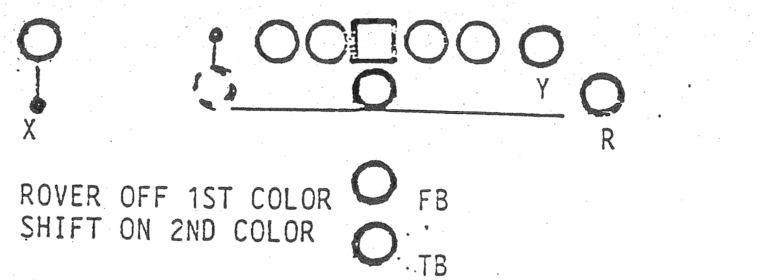
SHIFT SPLIT LT TIGHT
(2 TE'S)



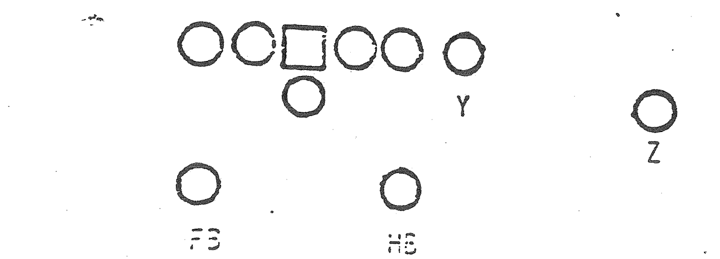
SPLIT RT



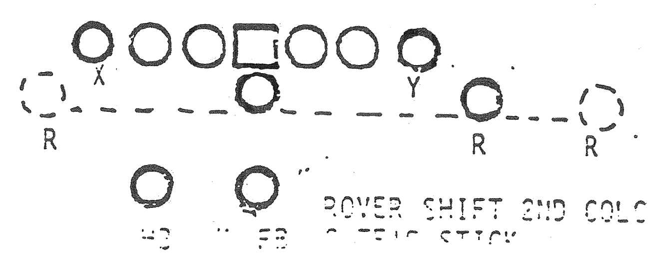
I RT PAIR
(2 TE'S)



CHANGE RT

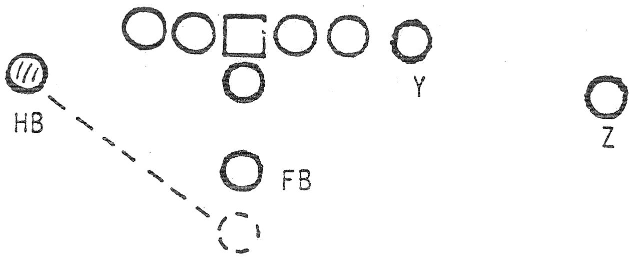


G.L./S.Y. CALL 3 TE'S
FAR RT TIGHT

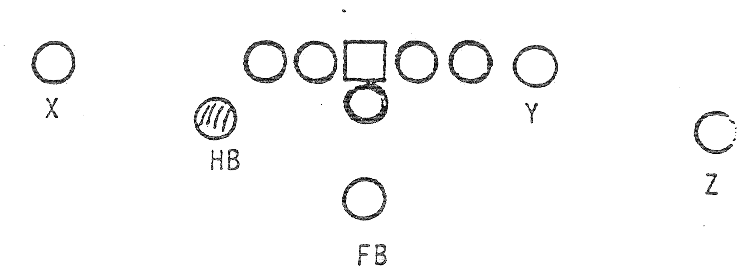


VARIATION | FORMATION

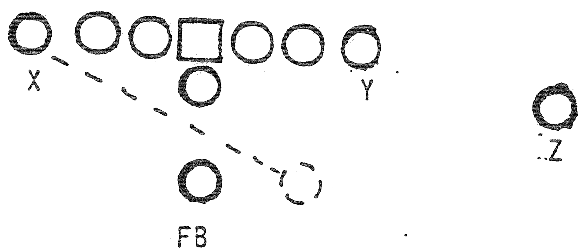
SHIFT HALF RT



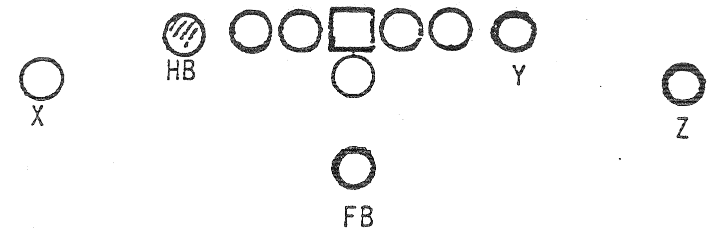
FAR RT UP



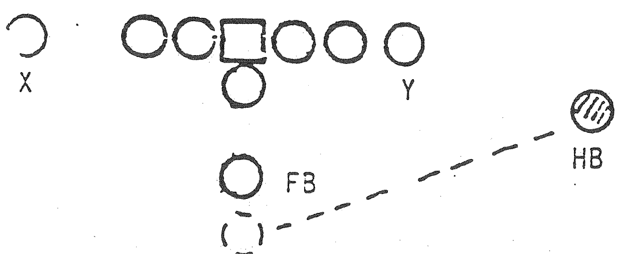
SHIFT FULL RT



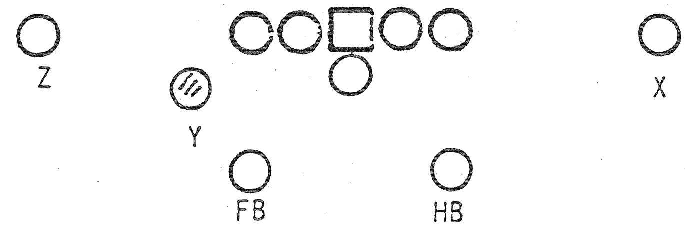
FAR RT ON



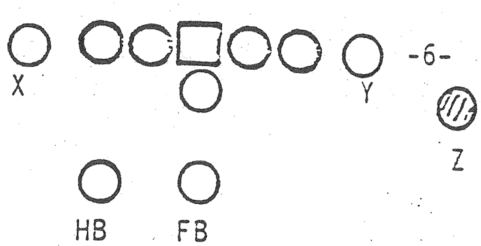
SHIFT SPREAD RT



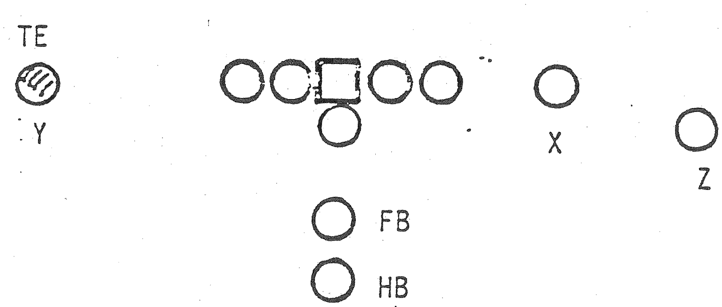
SPLIT LT OFF



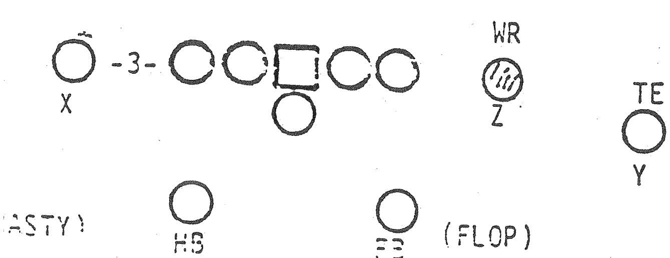
FAR RT TIGHT WING



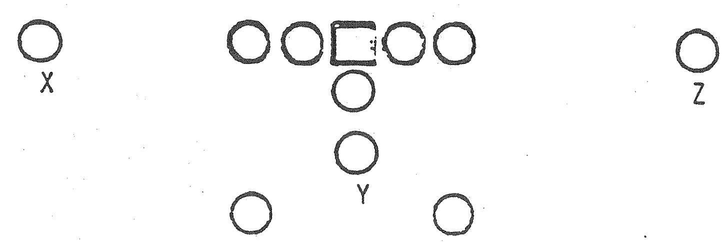
I LT SLOT OPEN



SPLIT RT NASTY FLOP

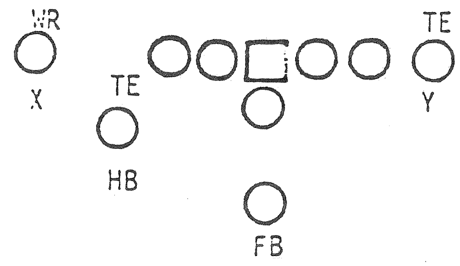


SPLIT RT Y STACK

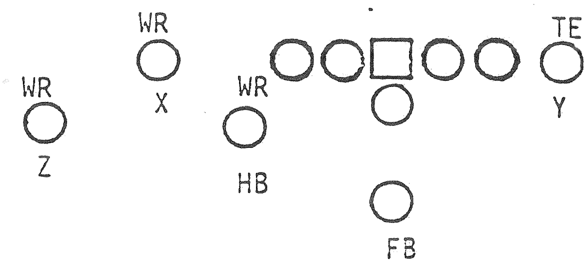


1 BACK FORMATIONS

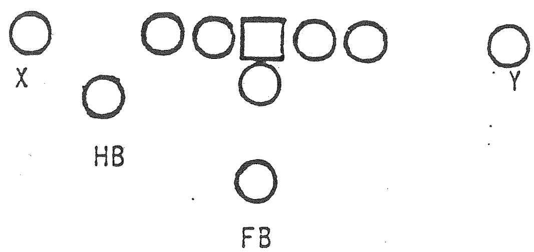
ACE RT



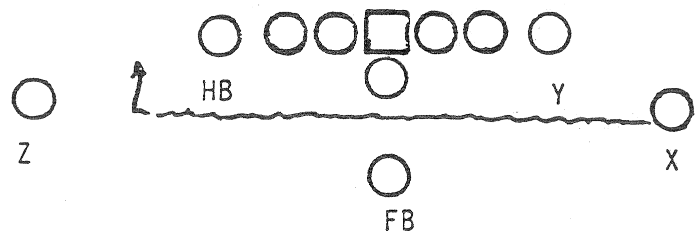
SINGLE RT



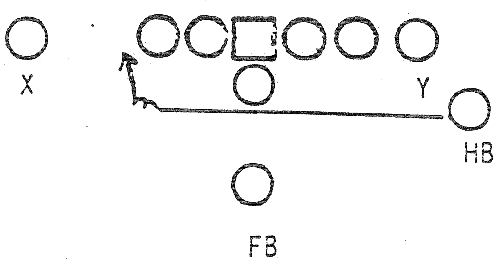
ACE/SING/I RT OPEN



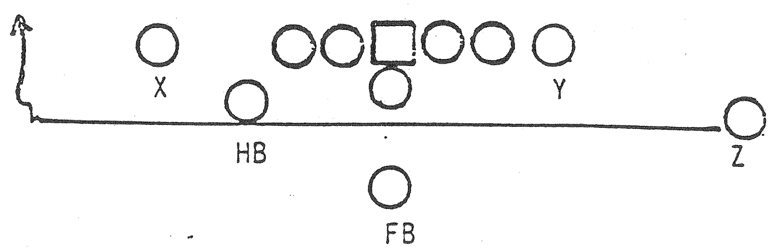
WHIZ ACE RT



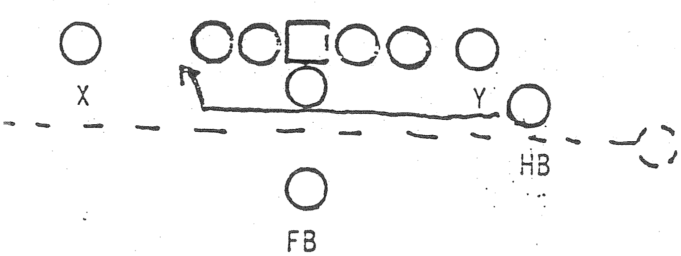
JET ACE/SINGLE RT



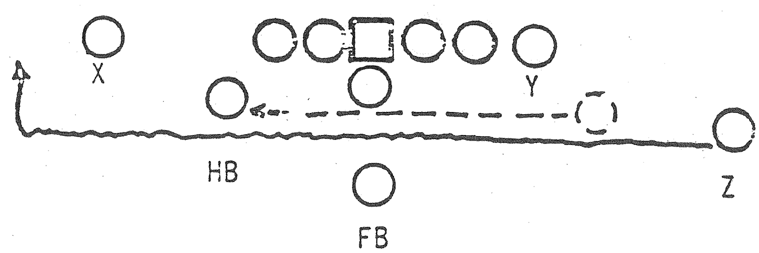
ZOOM ACE/SINGLE RT



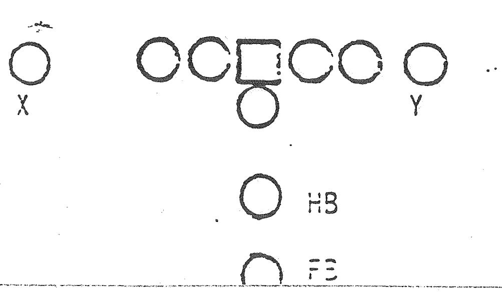
SHIFT JET ACE/SINGLE RT (Z SHIFT)



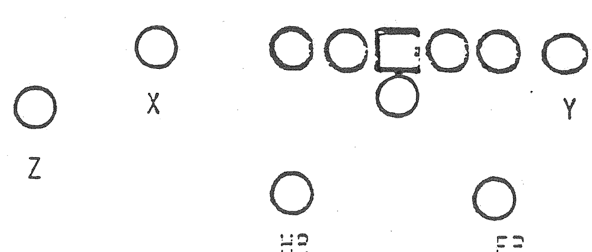
SHIFT ZOOM ACE/SINGLE RT (HB SHIFT)



STACK ACE RT

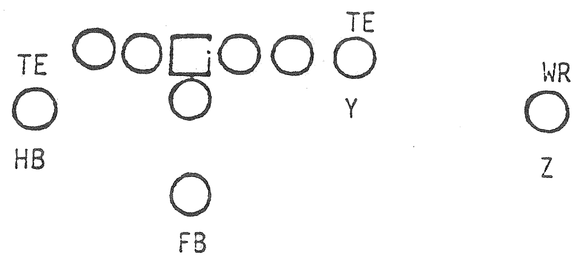


STACK SINGLE RT

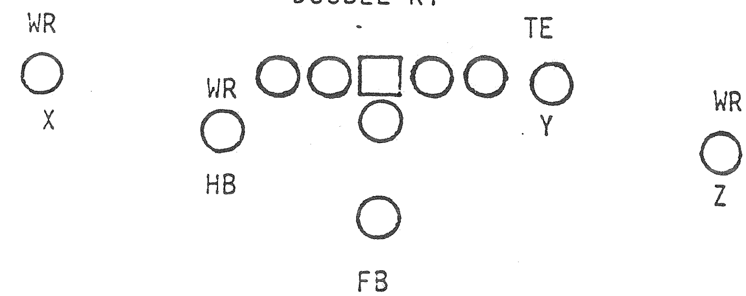


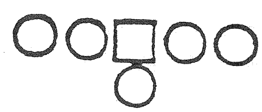
1 BACK FORMATIONS

DEUCE RT

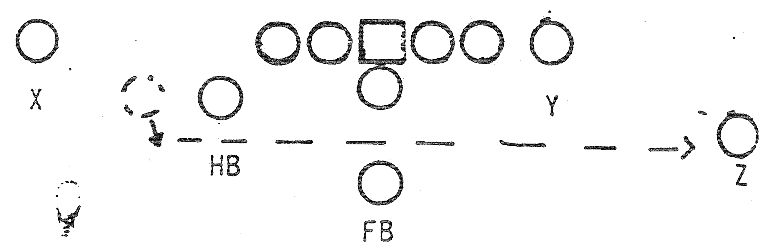


DOUBLE RT

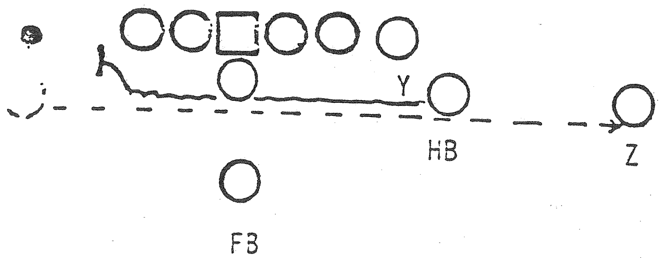




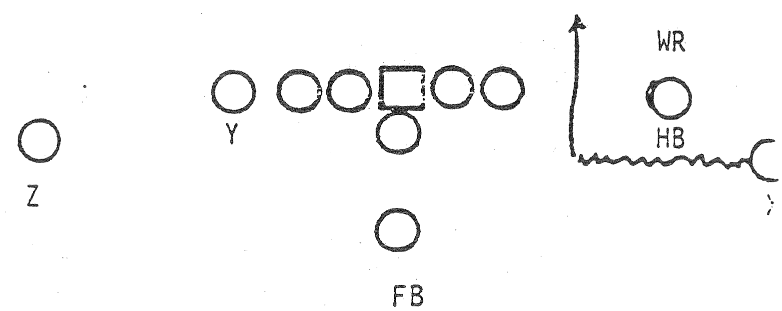
ZOOM DEUCE/DOUBLE RT



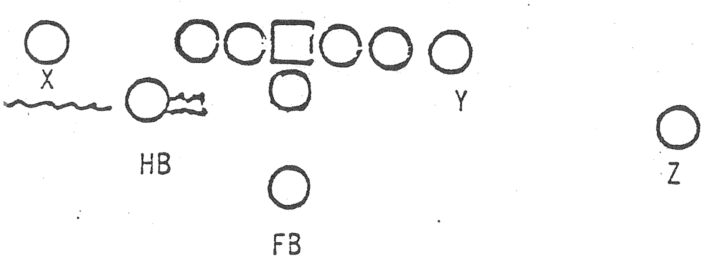
SHIFT JET DEUCE/DOUBLE RT
(Z SHIFT)



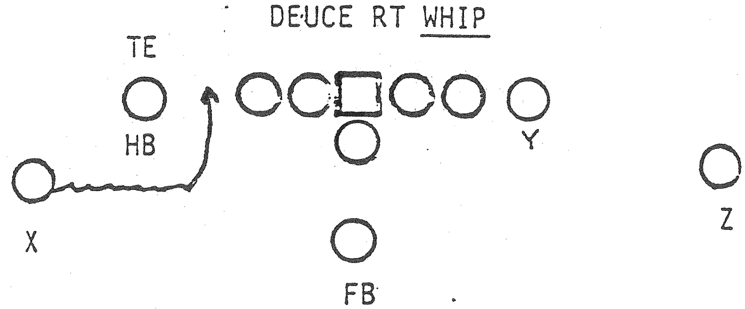
DART LT



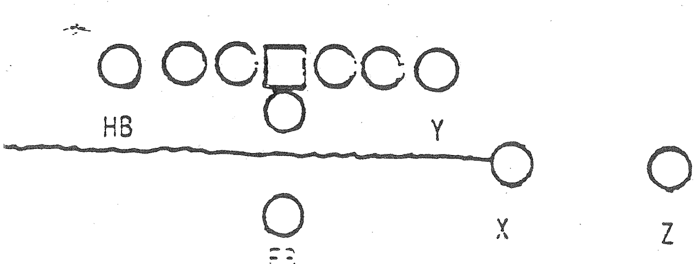
DEUCE/DOUBLE RT MOTION



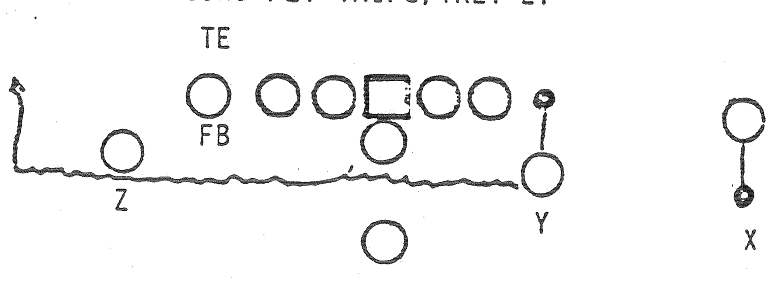
DEUCE RT WHIP



WHIRL DEUCE/DOUBLE RT

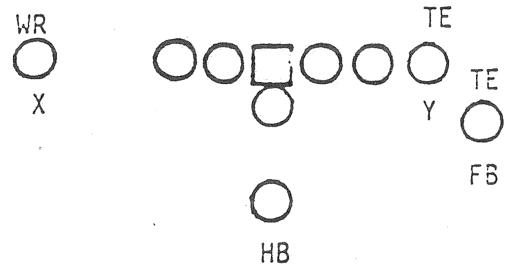


LONG FLY TRIPS/TREY LT

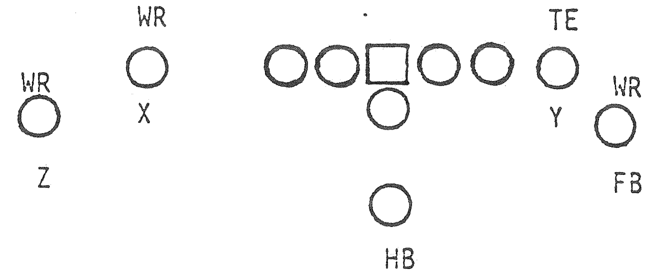


1 BACK FORMATION

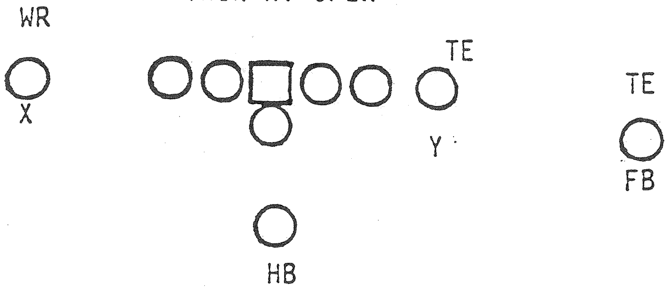
TWINS RT



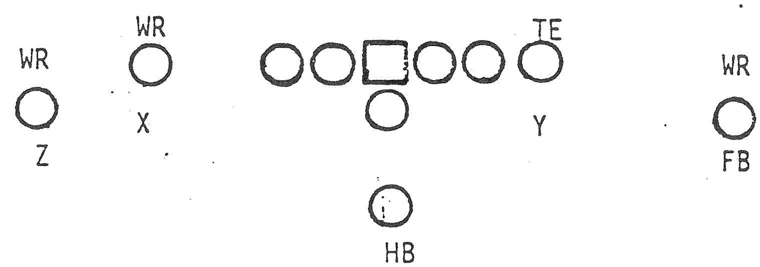
FLANK RT



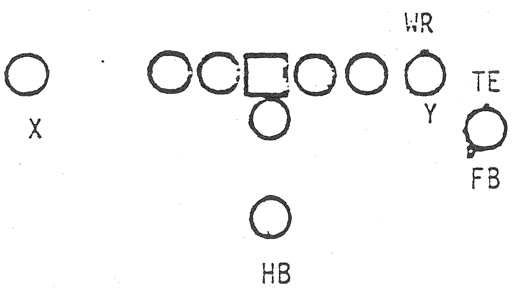
TWIN RT OPEN



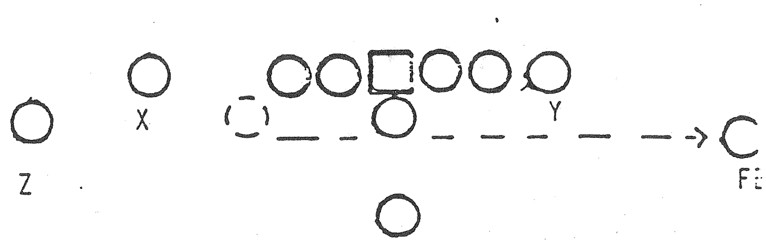
FLEX RT



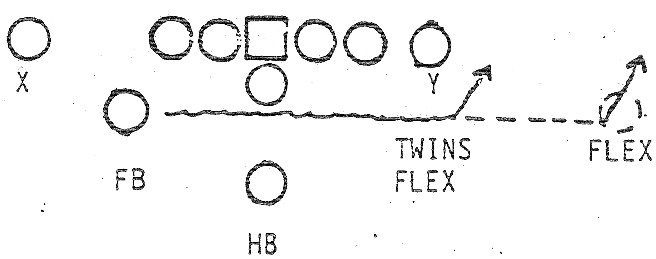
FLANK RT SWITCH



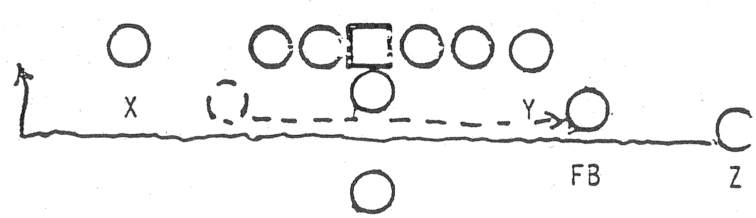
JET FLEX RT



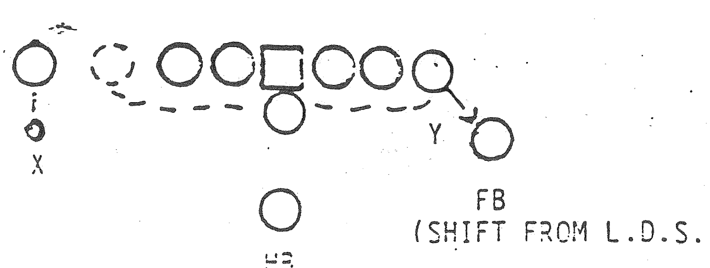
JET TWINS FLANK/FLEX/TWIN OPEN



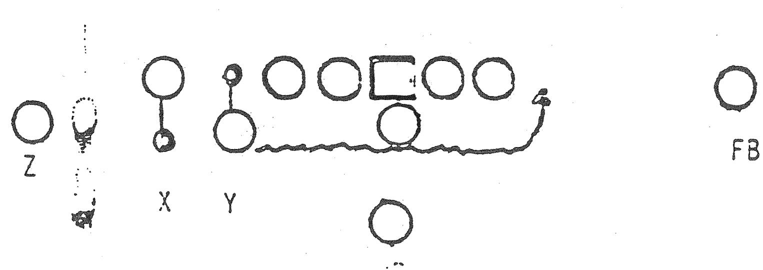
SHIFT ZOOM TWINS/FLANK RT
(FB SHIFT)



TRADE TWINS/FLANK RT

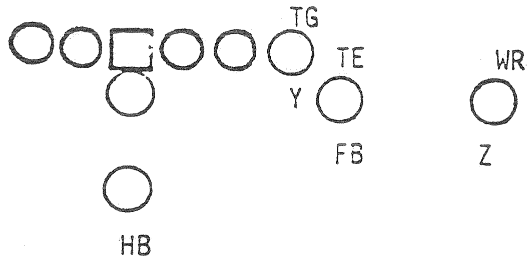


FLY FLEX RT

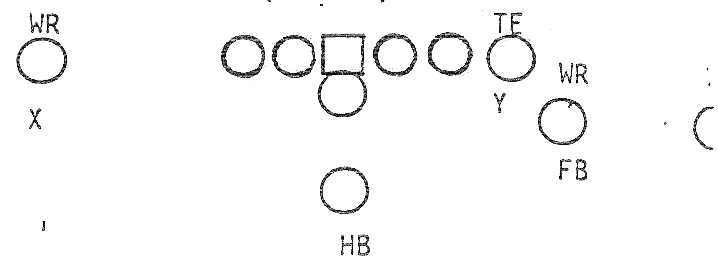


1 BACK FORMATIONS

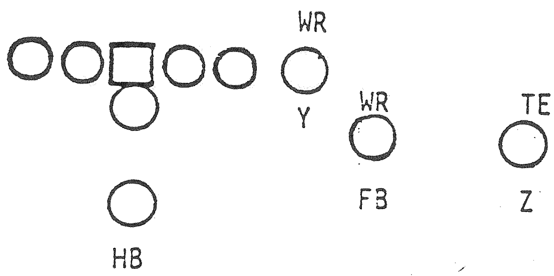
TREY RT
(2 TE'S)



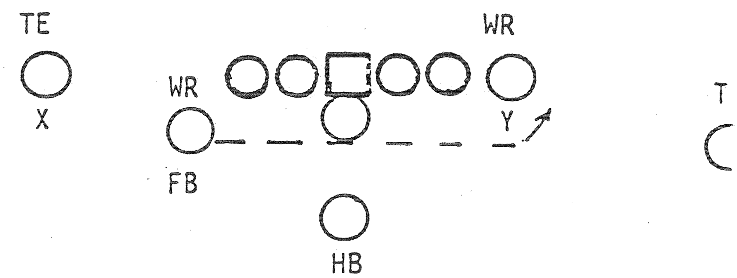
TRIPS RT
(3 WR'S)



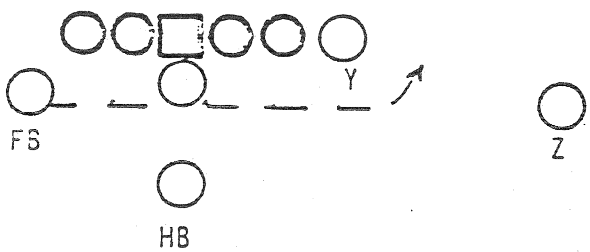
TRIO RT



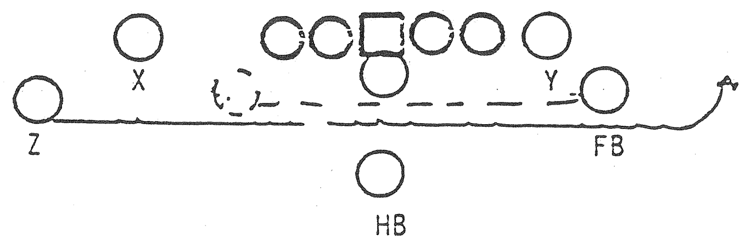
JET TRIO RT



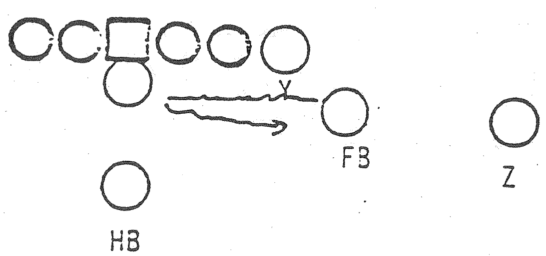
JET TREY/TRIPS RT



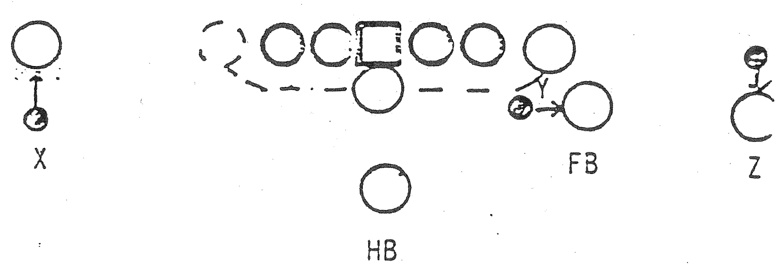
SHIFT ZOOM TREY/TRIPS RT
(FB SHIFT ON 2ND COLOR)



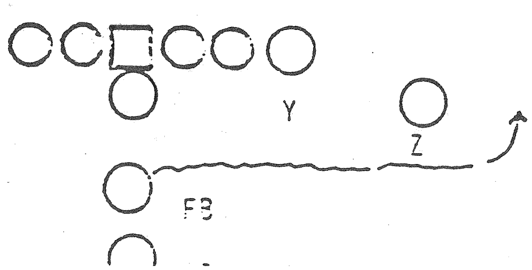
TREY/TRIPS RT FAKE JET



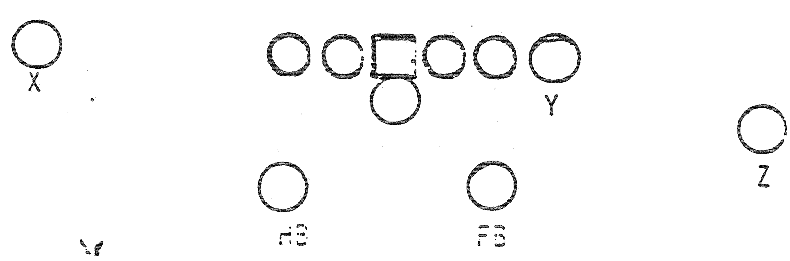
TRADE TREY/TRIPS RT



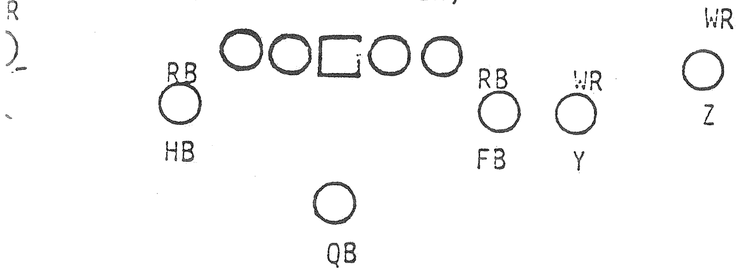
STACK JET TREY RT



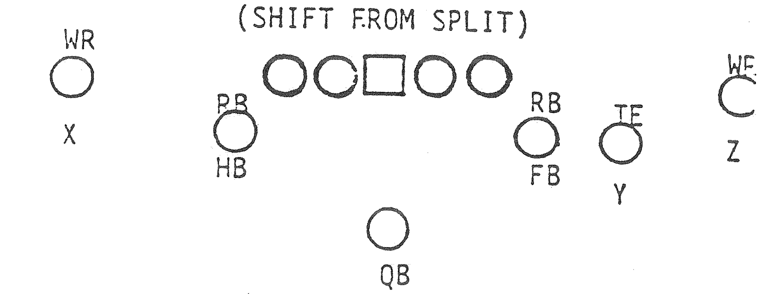
STACK TRIPS/TRICE RT



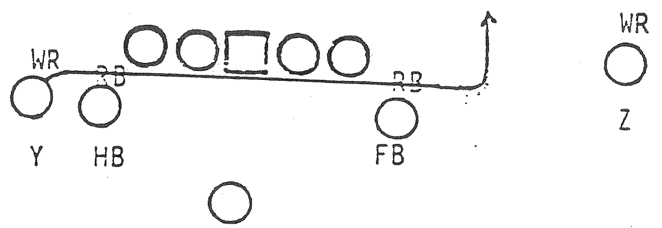
SHOT GUN RT
(SHIFT FROM OPEN)



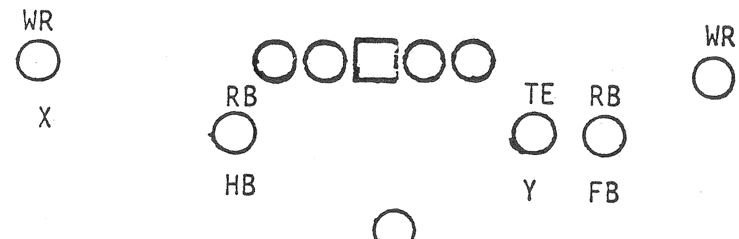
RIFLE RT
(SHIFT FROM SPLIT)



FLY S.G. RT

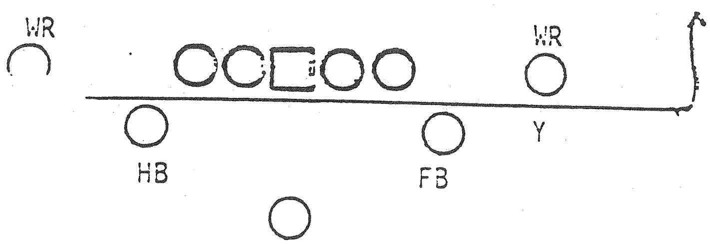


RIFLE RT RARE

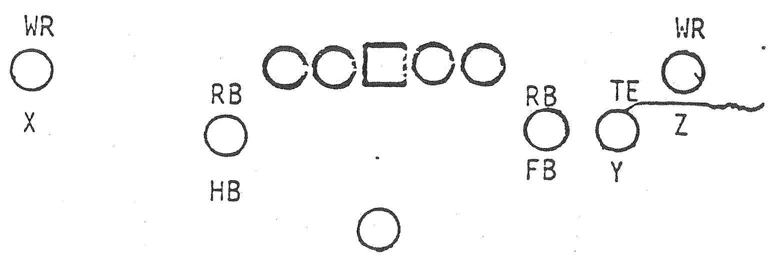


(TE/RB SWITCH)

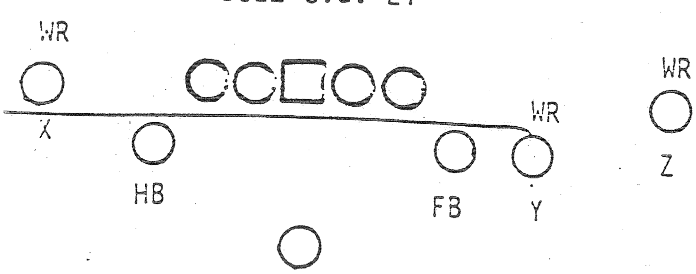
ZOOM S.G. RT



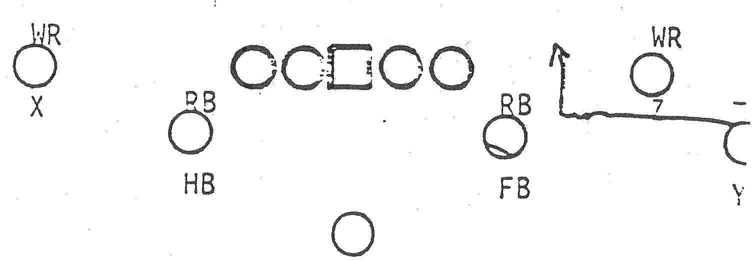
RIFLE RT FLY OUT



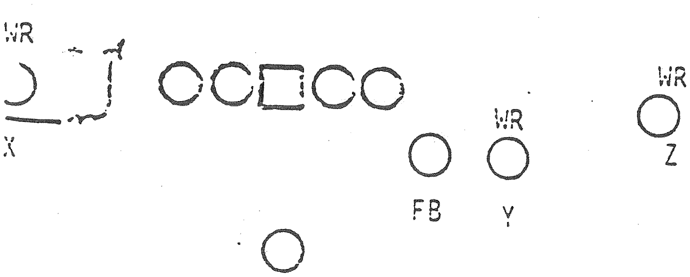
BUZZ S.G. LT



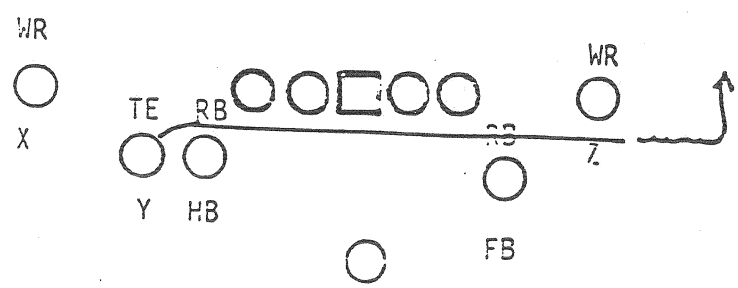
RIFLE RT FLY IN



S.G. RT H SHORT

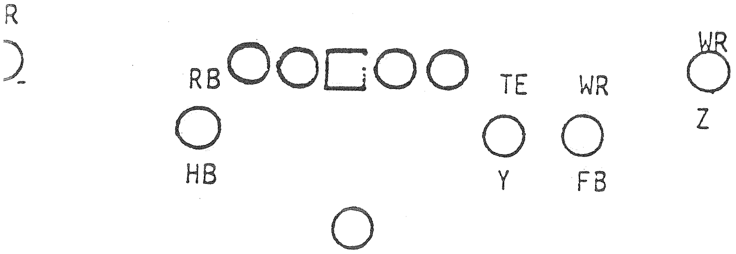


LONG FLY RIFLE RT

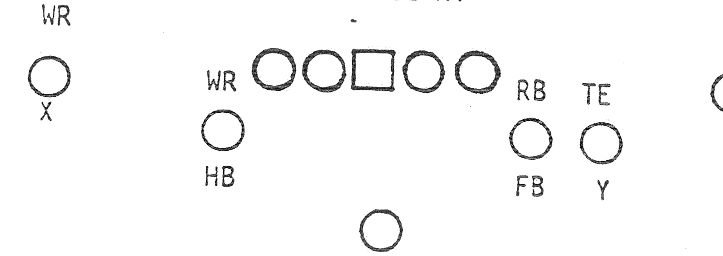


GUN FORMATIONS

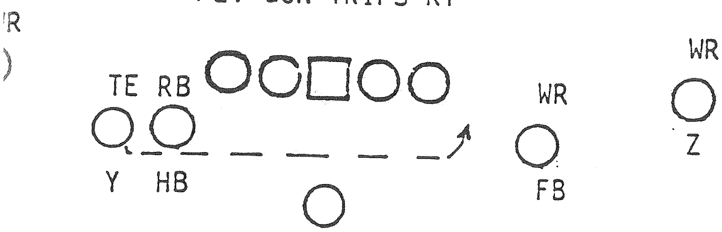
GUN TRIPS RT



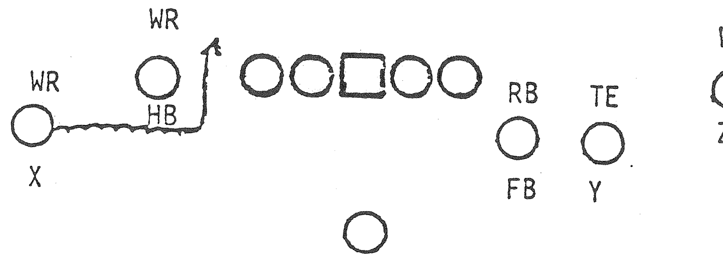
GUN DOUBLE RT



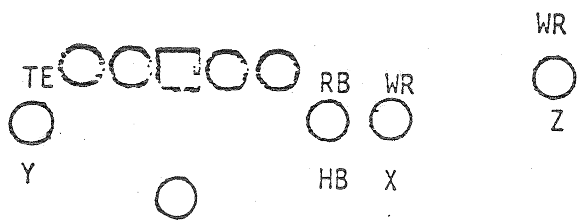
FLY GUN TRIPS RT



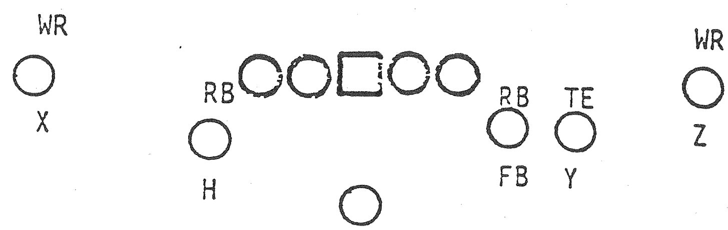
GUN DART RT



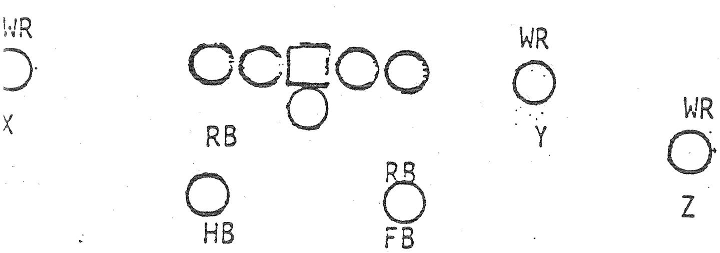
GUN FLEX RT

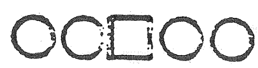


GUN SPLIT RT

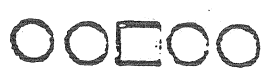


OPEN RT





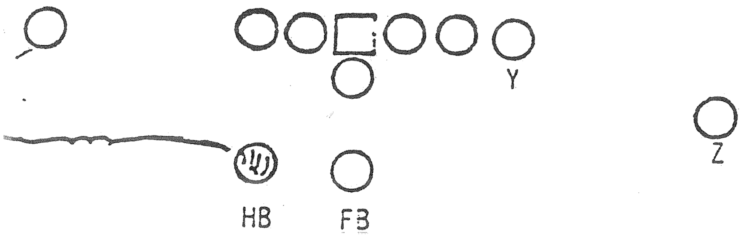




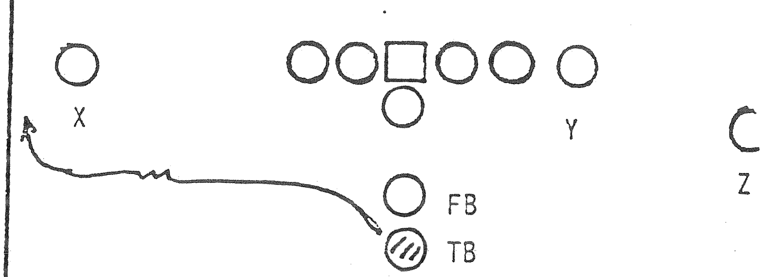
FORMATION MOVEMENT

BACK MOVEMENT

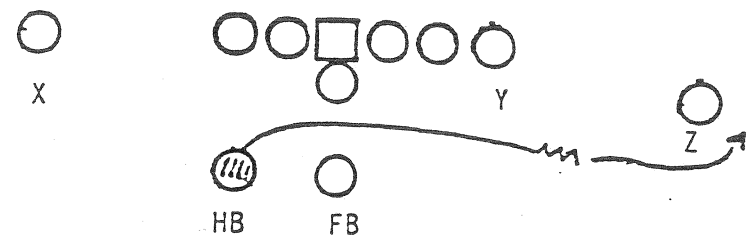
FAR RT H MOTION



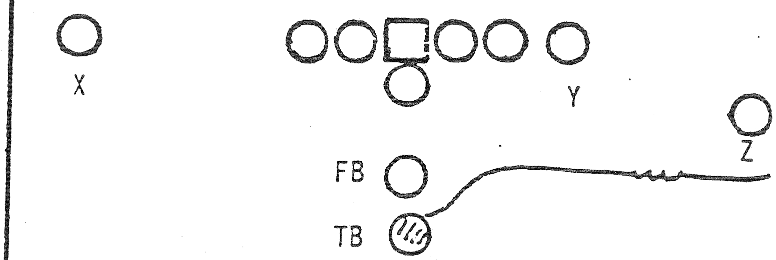
I RT TB MOTION



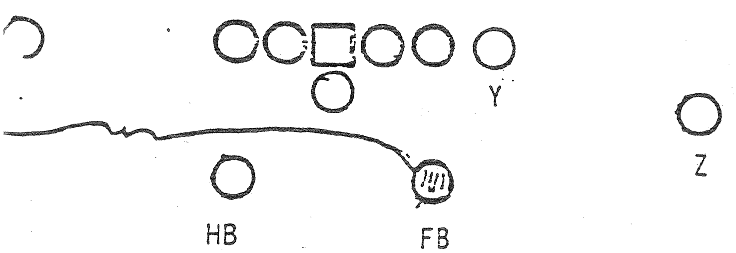
FAR RT H JET



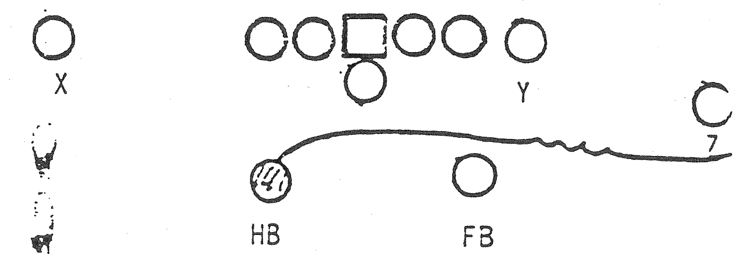
I RT TB JET



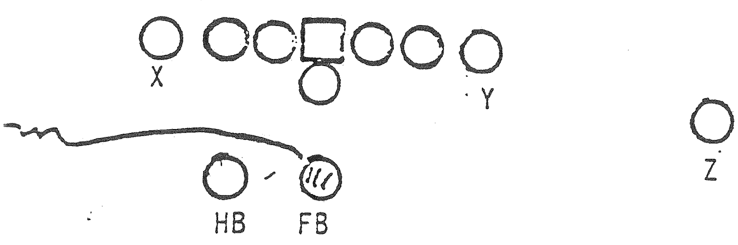
SPLIT RT F JET



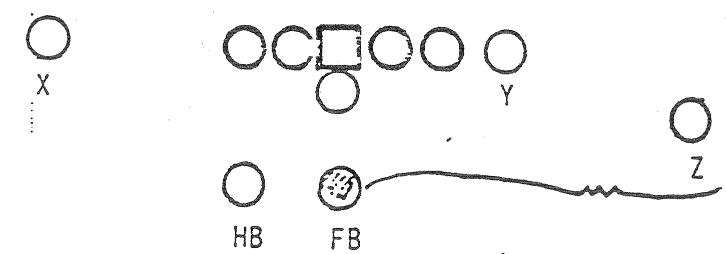
SPLIT RT H JET



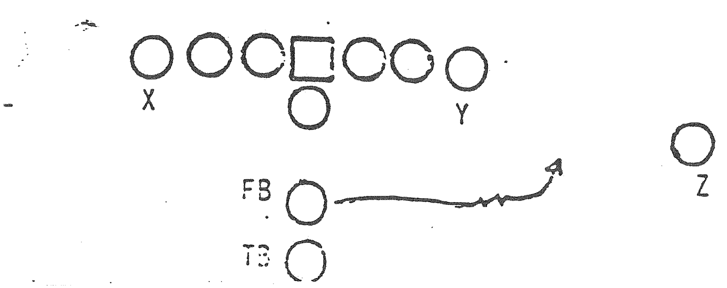
FAR RT TIGHT F JET



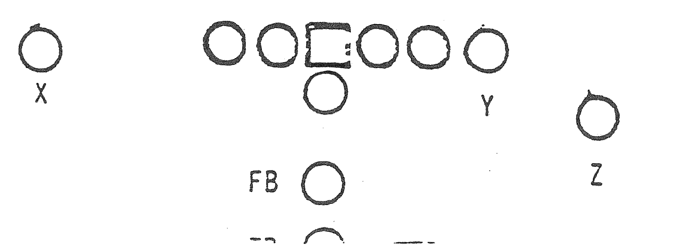
FAR RT F MOTION



I RT TIGHT F SHORT

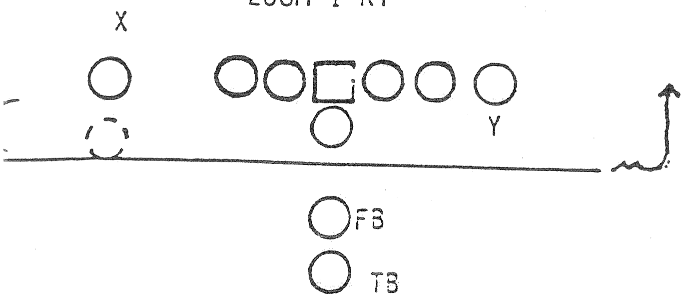


I RT WING TB SHORT

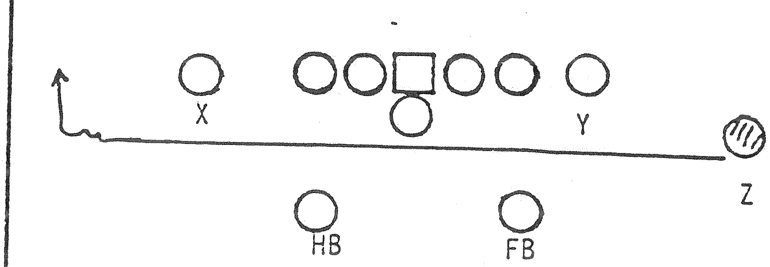


RECEIVER MOTION

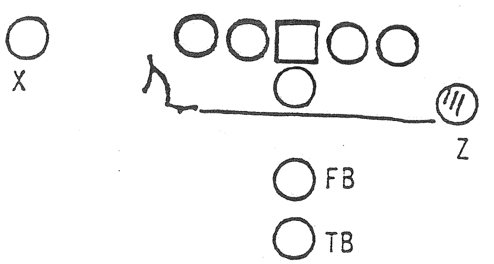
ZOOM I RT



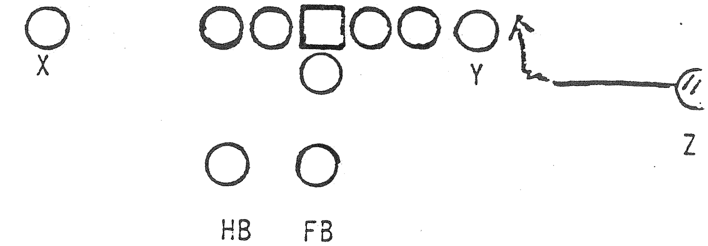
ZOOM SPLIT RT SLOT



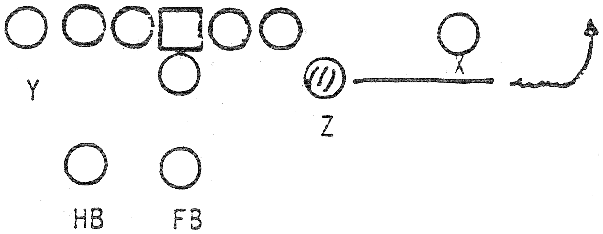
ZOOM SHORT I RT SLOT OPEN



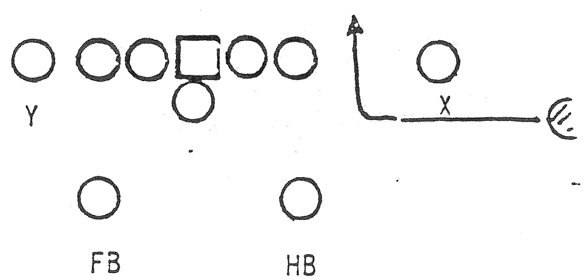
FAR RT ZIP



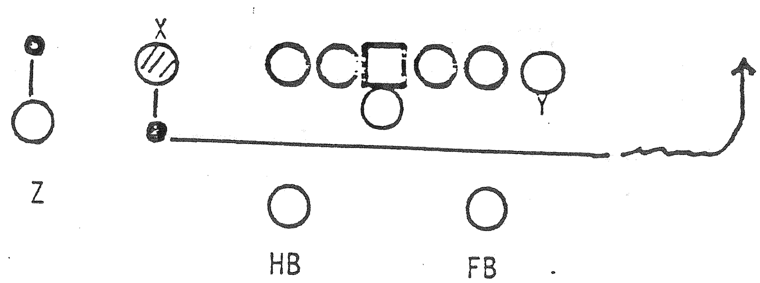
NEAR LT SLOT ZAP



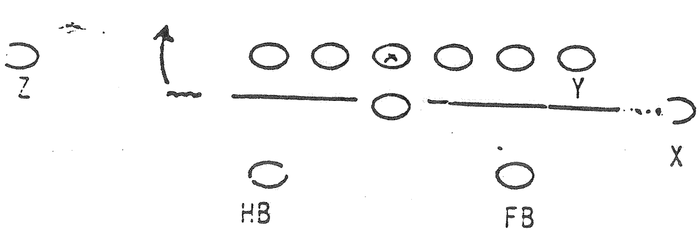
SPLIT RT SLOT ZIP



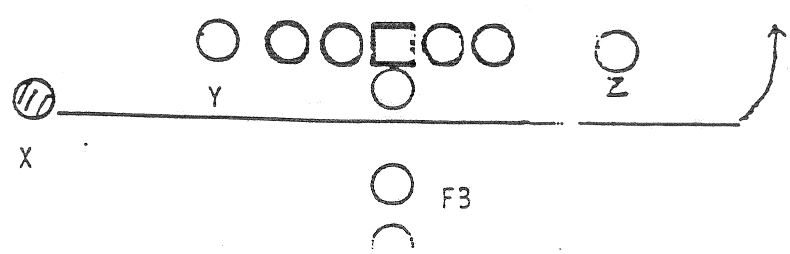
WHIZ SPLIT RT



WHIRL SPLIT RT SLOT

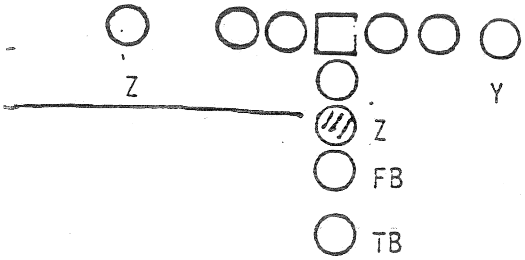


WHIZ I LT SLOT

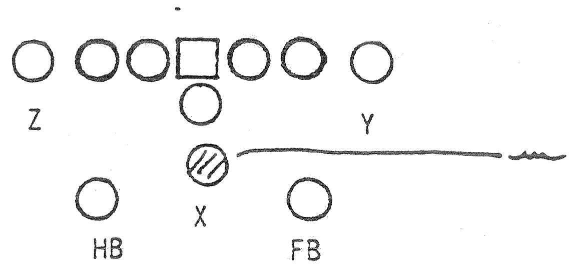


RECEIVER | MOTION

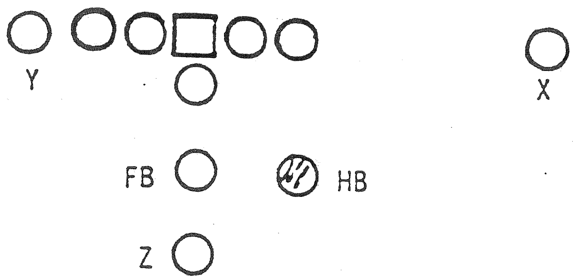
STACK ZOOM I RT SLOT



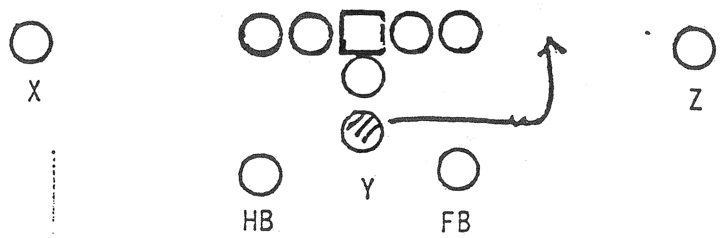
STACK WHIZ SPLIT RT TIGHT



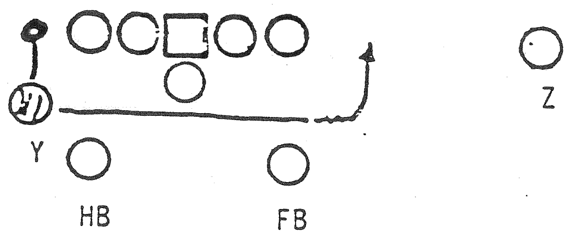
Z STACK FAR LT



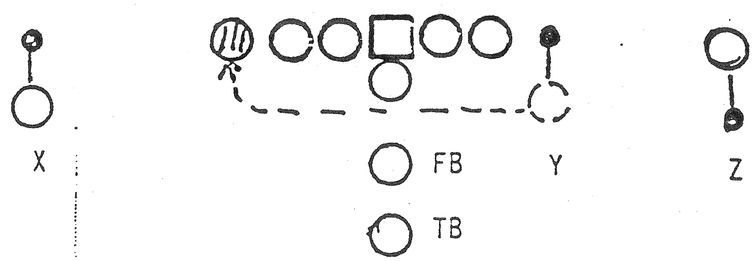
STACK FLY SPLIT RT



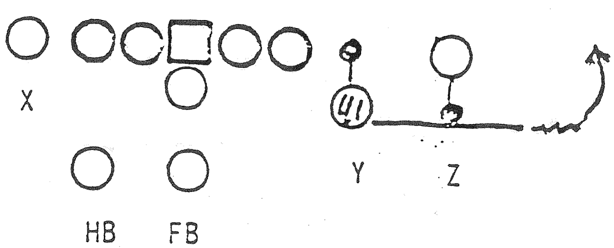
FLY SPLIT RT



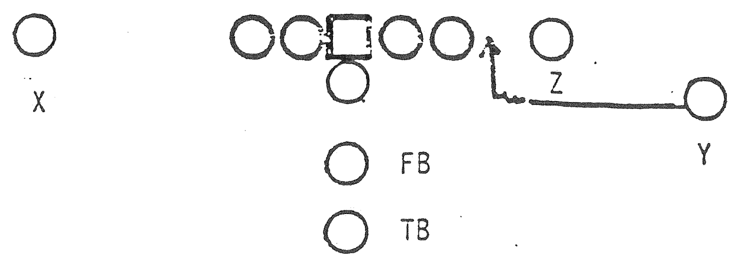
TRADE I LT



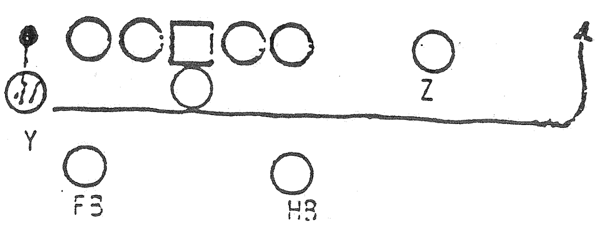
LONG FLY FAR RT TIGHT



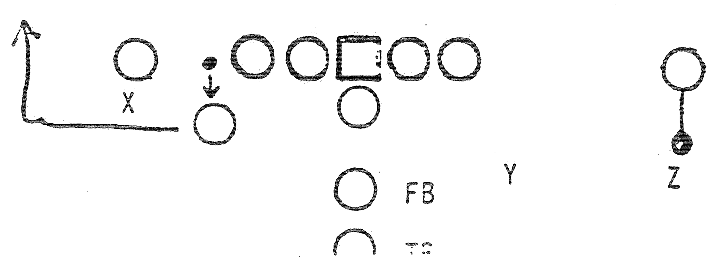
I RT FLY IN



LONG FLY CHANGE RT

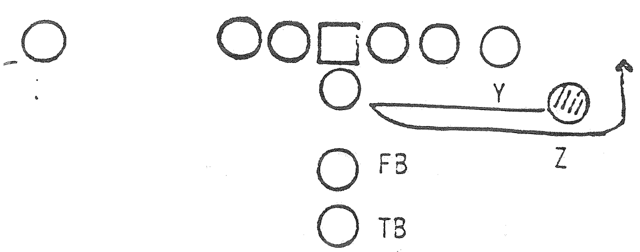


BUZZ I LT

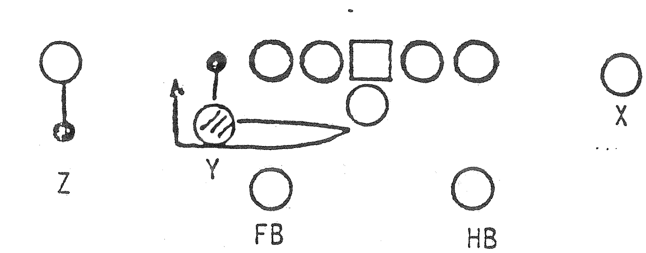


RECEIVER | MOTION

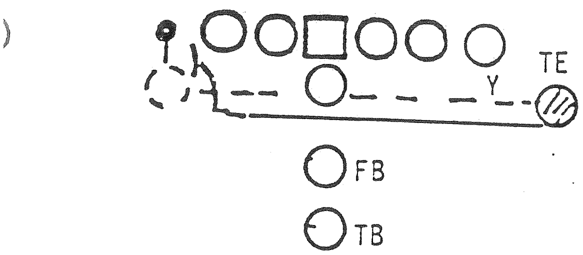
I RT FAKE ZOOM



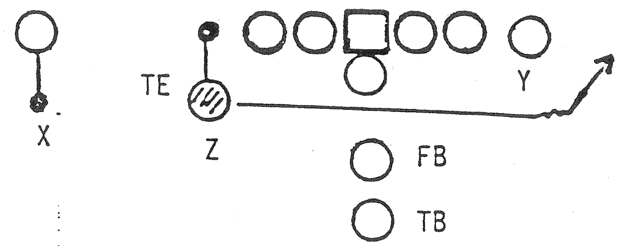
SPLIT LT FAKE FLY



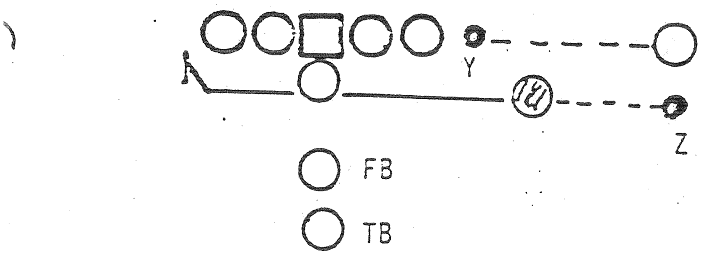
I RT PAIR ZING



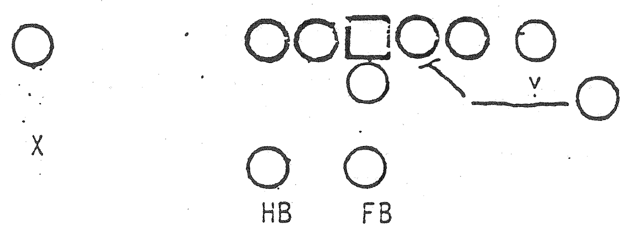
ZOOM I RT PAIR



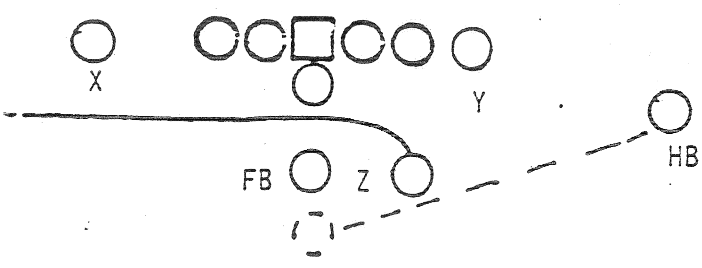
SHORT ZOOM I RT SLOT OPEN



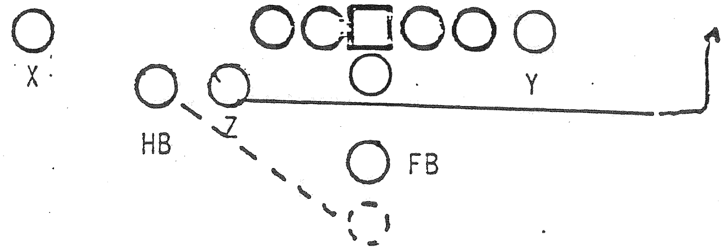
FAR RT PAIR SHORT



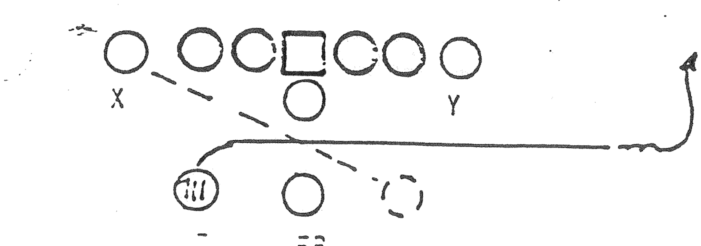
STACK ZOOM SPREAD RT



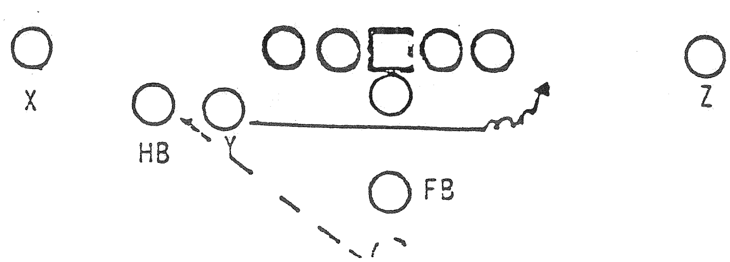
ZOOM HALF RT



STACK ZOOM FULL RT



FLY HALF RT



THE SHIFT

PROCEDURE

WHEN A QUICK COUNT IS CALLED LINE UP IN THE FORMATION CALLED; OTHERWISE, SHIFT TO AND FROM ALL FORMATIONS. ALL BACKS AND RECEIVERS MUST MOVE TO A NEW POSITION. THE DEFENSE MUST HONOR EACH FORMATION LOOK. THEREFORE, THE OFFENSIVE TEAM MUST GET SET AND THE QB MUST ATTEND TO THE USE OF THE CADENCE.

PRE SHIFT STANCE

1. OFFENSIVE LINE FOLLOW CADENCE RULES.
2. WIDE RECEIVERS 2 POINT UNLESS: TIGHT, WING, OR NASTY - 3 POINT
3. TIGHT END 3 POINT UNLESS SPLIT WIDE.
4. STACK CALL FOR X-Y-Z IS A 3 POINT.
5. BACKS 3 POINT UNLESS IN GUN/HB IN I/RB IN 2 BACK SETS.

THE SHIFT COUNT

1. A 3 COUNT SHIFT IS USED WHEN MOVING TO A NEW FORMATION.
2. NO SHIFT WHEN THE SNAP IS ON 1ST SOUND (HUT), SET OR GO.
3. ALL MOTION BEGINS ON RED (1ST HUT).

BACKFIELD RULES

HALFBACK

I/FAR/NEAR - MOVE ONCE ON 2ND COLOR
SPLIT/CHANGE - MOVE ONCE ON 1ST COLOR
FULL - HB AT WR
HALF - MOVE ONCE ON 1ST COLOR
SPREAD - MOVE ONCE ON 1ST COLOR
SINGLE BACK - MOVE ONCE ON 2ND COLOR
GUN FORM - MOVE ONCE ON SET

FULLBACK

I - MOVE ONCE ON 2ND COLOR
FAR/NEAR - NO MOVE
SPLIT/CHANGE - MOVE ONCE 2ND COLOR
FULL/HALF/SPREAD - NO MOVE
GUN FORM - MOVE ONCE ON 2ND COLOR

ALERT: SNAP COUNT ON 2ND COLOR. ALL SHIFTS ON 1ST COLOR. QB MUST PAUSE!

RECEIVERS

TIGHT END - START FROM OFF/OPEN/NORMAL - MOVE ONCE ON 1ST COLOR.
WIDE RECEIVERS - START FROM NASTY/NORMAL - MOVE ONCE ON 1ST COLOR.
SLOT - X DICTATES Z MOVE - CAN EXCHANGE

PASS SHIFT RULE: ROVER ALIGN OPPOSITE, OFF ON 1ST COLOR, SHIFT ON 2ND COLOR
TWO TIGHT END SHIFT RULE: Y ALIGN OPPOSITE, SHIFT ON 2ND COLOR
JUMP RULE: BACKS/RECEIVERS SHIFT ON 2ND COLOR

OUTSIDE RECEIVERS

INDIVIDUAL ROUTES

RECEIVER PROGRESSION

SITUATION

FORMATION

PLAY

ASSIGNMENT

SPLIT

P.S.L.

STANCE (SEE THE BALL AND THE DEFENSE)

RELEASE (ANGLE OF DEPARTURE (CLEAN/HELD UP)

R.O.M. (SEE TWO DEFENDERS TO READ THE COVERAGE)

BASIC PLAY

ADJUSTMENT

BLOCK - CONTACT POINT

PASS _ BREAKING POINT

CATCH

RUN

PRODUCTION/NO EXCUSES

KNOW THE BIG PICTURE 1ST

WORK ON THE LITTLE THINGS 2ND

WR TIPS VS. MAN COVERAGE

1. MUST BEAT DEFENDER WITH SPEED MOVES AT THE BREAKING POINT.
2. KNOW THAT THE DEFENDER READS YOU SHOULDERS AND HIPS, NOT YOUR HEAD FAKES.
3. STUDY YOURSELF TO SEE WHAT TIPS YOU UNCONSCIOUSLY GIVE THE DEFENDER THAT TELL HIM WHEN YOU ARE AT THE BREAKING POINT.

   EXAMPLE:
   A. ARMS SPREAD AT BREAK
   B. YOU BECOME ERECT (& SHOW YOUR NUMBERS AT BREAK.
   C. ARMS STIFFEN AT BREAK.
   D. HANDS MAKE A FIST AT BREAK.
   E. ------AND OTHERS--------

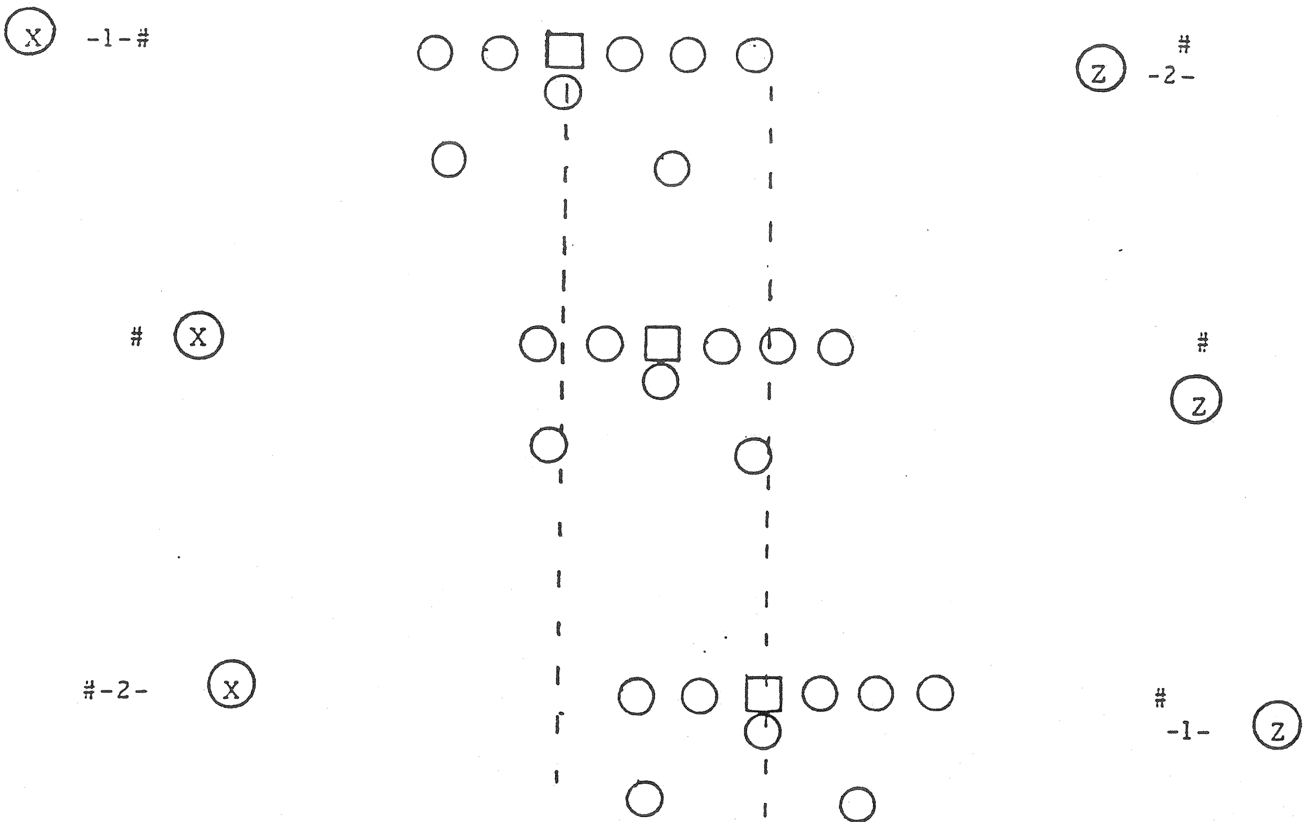
WR TIPS VS ZONES

1. BE READY TO "SLIDE" TO OPEN AREA
2. GET DEEPER THAN THE LBERS SO THEY LOSE VISION OF YOUR ROUTE.
3. IF RUNNING A MOVING PATTERN, BE ALERT TO "SIT DOWN IN THE HOLE IN ZONES
4. WHEN YOU "SIT DOWN", SIGNAL THE QB BY TURNING YOUR SHOULDERS TOWARD THE PASSER. THIS TELLS HIM YOU ARE SETTLING DOWN.
5. BURST AT THE END OF YOUR PATTERN (BEFORE YOU BREAK) TO CREATE A CUSHION BETWEEN LBERS AND DB'S.

WR SPLIT RULES

X ROUTES 1,3,9

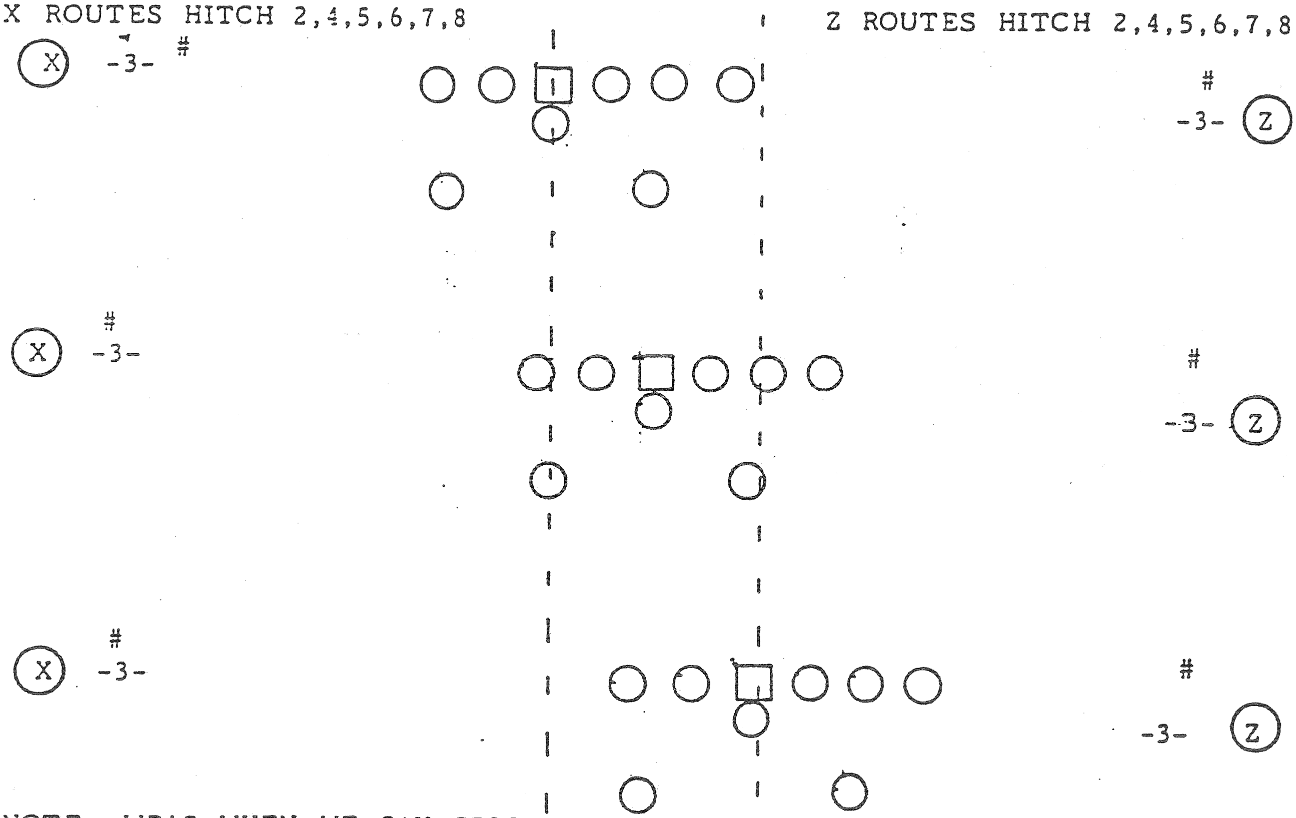
Z ROUTE 1,3,9



NOTE: WE WILL REFER TO THE ABOVE RULES AS THE 1-3-9 RULE

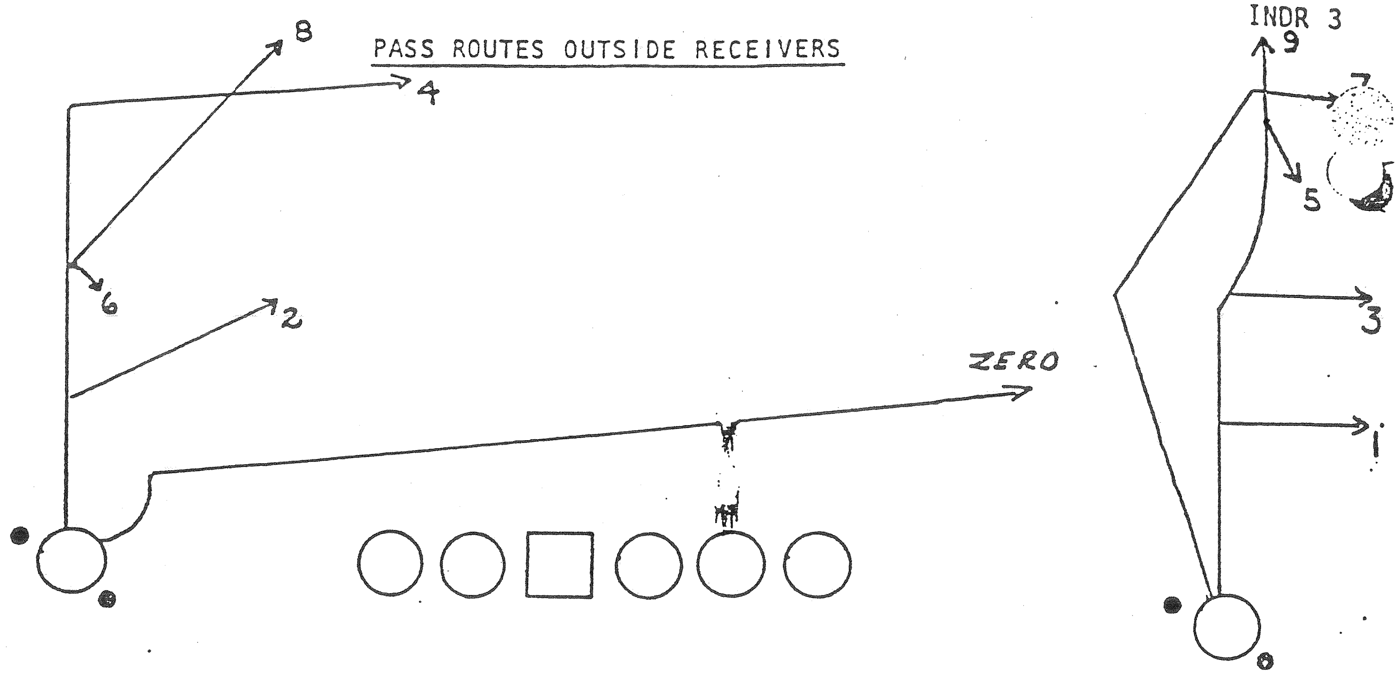
X ROUTES HITCH 2,4,5,6,7,8

Z ROUTES HITCH 2,4,5,6,7,8



NOTE: WR'S WHEN WE SAY SPLIT NORMAL WE WANT YOU 3 YDS OUTSIDE THE NUMBERS. YOUR RULES WILL ALSO INCLUDE INSIDE NORMAL OR OUTSIDE NORMAL

PASS ROUTES OUTSIDE RECEIVERS



ZERO - TIGHTEN SPLIT, RELEASE INSIDE IMMEDIATELY AND CROSS TO THE OPPOSITE SIDE OF THE FIELD. DEPTH WILL VARY FROM 8 TO 14 YDS.

1 - DRIVE OFF THE L.O.S. 4 STEPS, BREAK OUT OFF THE INSIDE FOOT ON THE 4TH STEP. LOOK FOR THE BALL OUT IN FRONT.

2 - DRIVE OFF THE L.O.S. 5 STEPS, BREAK IN AT 45 DEGREES OFF THE OUTSIDE FOOT ON THE 5TH STEP.

3 -DRIVE OFF THE L.O.S. 6 STEPS, BREAK OUT OFF THE INSIDE FOOT ON THE 6TH STEP. LOOK FOR THE BALL OUT IN FRONT.

4 - DRIVE OFF THE L.O.S. TO THE 17 YD AREA, BREAK INSIDE OFF THE OUTSIDE FOOT ANGLINGING TO 20 YDS DEEP.

5 - DRIVE OFF THE L.O.S. TO THE 17 YD AREA. PIVOT OFF THE INSIDE FOOT AND COME BACK DOWN THE SIDELINE.

6 - DRIVE OFF THE L.O.S. TO 12-14 YDS. PIVOT OFF THE OUTSIDE FOOT AND COME BACK TO THE QB. DEEP 6 ROUTE 14-16 YDS.

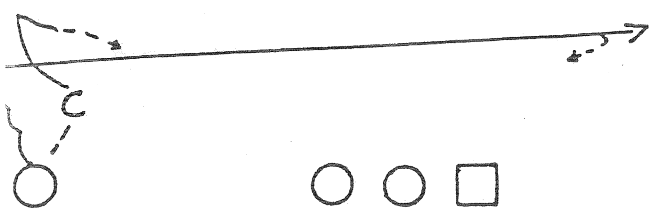
7 - INSIDE RELEASE READ THE CORNER FOR ZONE/M-M BREAK TO OUTSIDE.

8 - DRIVE OFF THE L.O.S., BREAK INSIDE AT 12-14 YDS. LOOK FOR BALL IN 2 STEPS.

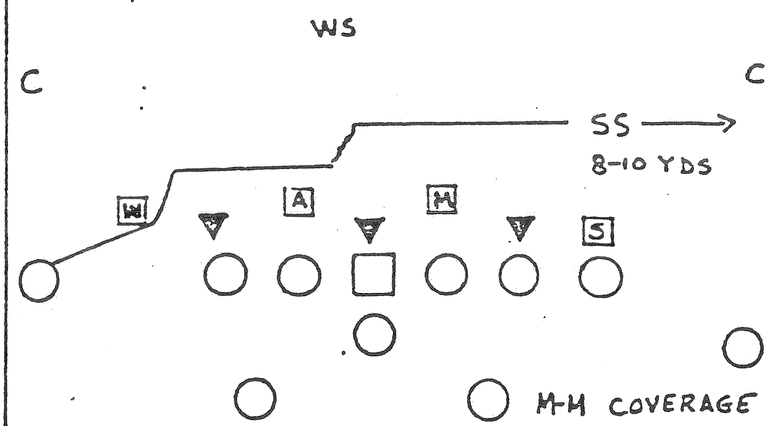
9 - SPRINT TO CORNER'S INSIDE SHOULDER, RUN THROUGH DEFENDER'S OUTSIDE SHOULDER.

ZERO

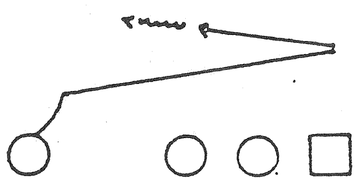
VS BUMP



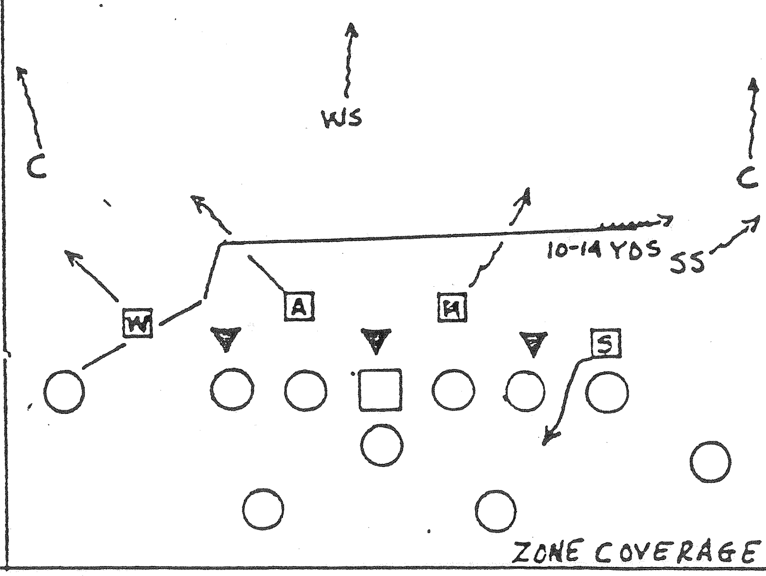
VERSES BUMP 3 STEP OUTSIDE RELEASE SLIP UNDER AND SPRINT TO FAR SIDE— PIVOT BACK IF COVERED.



FAKE ZERO



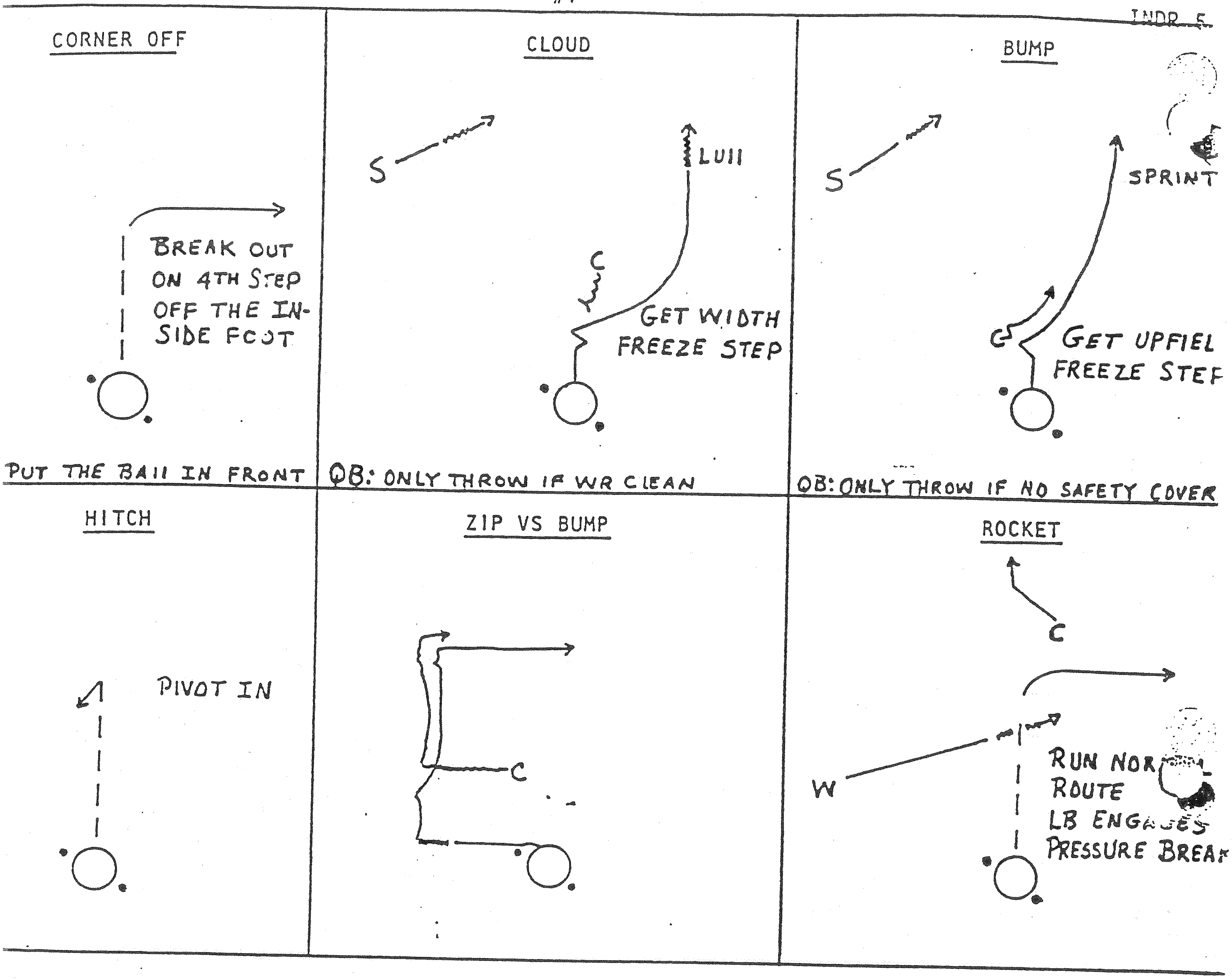
FAKE ZERO DRIVE TO THE BALL PIVOT BACK OUTSIDE OFF THE UPFIELD FOOT. M-M RUN BACK OUTSIDE. ZONE/BRACKET LULL THE HOLE



1. TIGHTEN SPLIT - NASTY 3-6 YDS
2. SPRINT TO GET TO THE OTHER SIDE OF THE BALL.
3. LOOK TO QB WHEN WANT THE BALL.
4. BE READY FOR THE QB TO STOP YOU WITH THE BALL.
5. READ THE COVERAGE WHILE RUNNING
6. KEEP MOVING UNDER CONTROL
7. M-M BE READY TO USE NOD-UP
8. ZONE BE READY TO LUL THE HOLE - DO NOT STOP

QB - KEY THE RECEIVER LOOK, ALERT FOR OPPOSITE LBER/CLOUD

#1



THIS ROUTE IS A 4-STEP BREAK OFF THE INSIDE FOOT AT APPROXIMATELY 7 YDS.

HITCH 11 / 11 HITCH TELLS GIVEN RECEIVER TO PIVOT IN AT 7 YDS. HITCH HAS THE SAME ADJUSTMENTS AS #1 ROUTE.

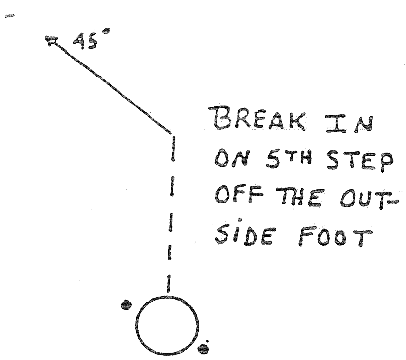
QUARTERBACK - 3 QUICK STEPS - PIVOT AND THROW

1. DO NOT TELEGRAPH
2. SEE COVERAGE AS YOU PIVOT
3. ONLY THROW FADE IF RECEIVER IS CLEAN
4. MUST PSL COVER LOOK - SAFETY CORNER ALIGNMENT
5. BE AWARE OF SS ALIGNMENT STRONG / WILLIE ALIGNMENT WEAK

ALERT PUMP 1_____ FOR CORNER WHO IS CLUER

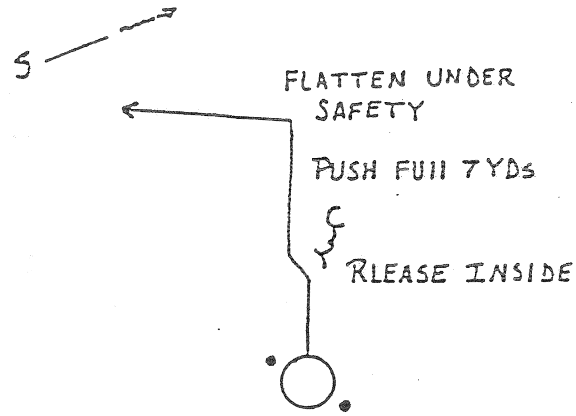
ALERT PUMP HITCH 11 / 11 HITCH FOR CORNER WHO IS CLUER

CORNER OFF



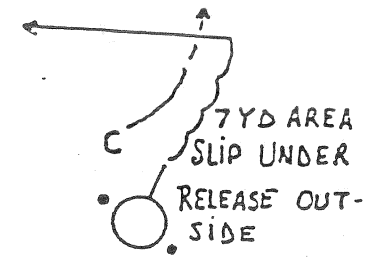
ANTICIPATE THROWING LANE

CLOUD



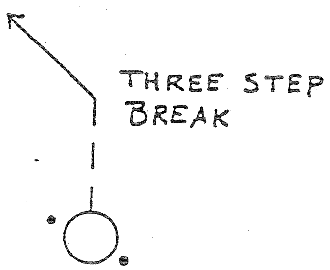
QB: ALERT TO HOLD THE BALL

BUMP



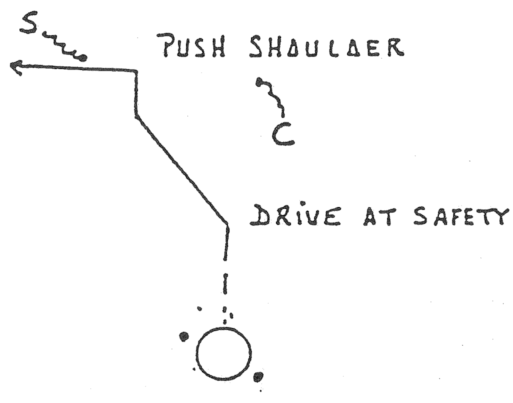
QB: ALERT TO HOLD THE BALL

9 YD LINE IN



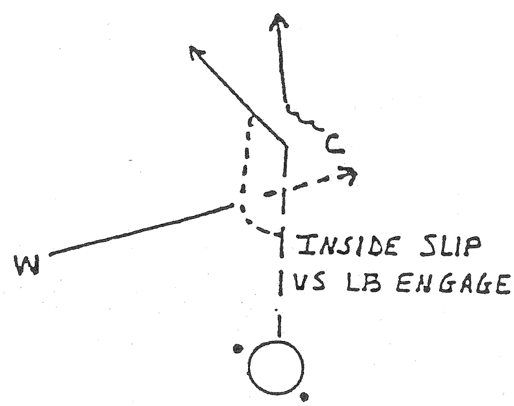
THREE QUICK STEPS

BRACKET



QB: ALERT TO HOLD THE BALL

ROCKET



THIS ROUTE IS EXPLOSION OFF THE L.O.S., NO FAKE AT THE BREAK. MUST BREAK DEEPER THAN THE UNDERNEATH COVERAGE. EXPECT THE BALL BETWEEN THE W-M BACKER.

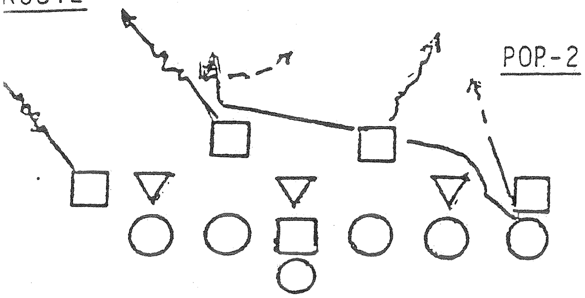
GET INSIDE THE CORNER VS CLOUD/BUMP.

QUARTERBACK

1. 3 BIG STEPS (+9 IN 3 QK) SET ON BACK FOOT.
2. ANTICIPATE LANE BETWEEN W-M BACKER
3. MUST ALLOW FOR CLOUD/BUMP ADJUSTMENT.
4. PSL SS ALIGNMENT, KNOW IF WS IS LOOSE/TIGHT.

ALERT PUMP 2______ BREAK ON SAFETY FOR AGGRESSIVE SAFETY.

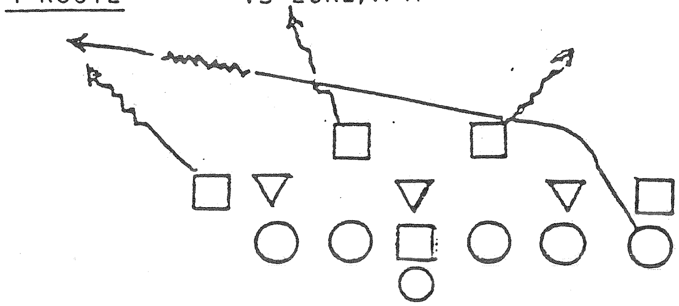
ROUTE



IDE RELEASE UNDER THE M LBKR. KEY THE
M LBKR. SET DOWN OVER TO OUTSIDE THE
OSITE TACKLE. BE A STATIONARY TARGET
YDS DEEP. ALERT TO UNCOVER.

2 INSIDE RELEASE NO BALL RUN ROUTE

4 ROUTE VS ZONE/M-M

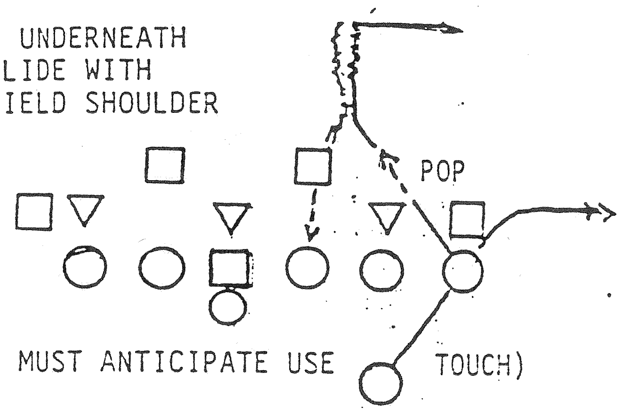


INSIDE RELEASE AND SPRINT TO FAR SIDE OF FIELD
GET PAST NEAR M LBKR LOCATE W BKR. FOR LULL
AREA. DEPTH 10-14 YDS FAR SIDE.

DO NOT BE HELD UP - SO NOT DRIFT

OUTE VS ZONE/BANJO

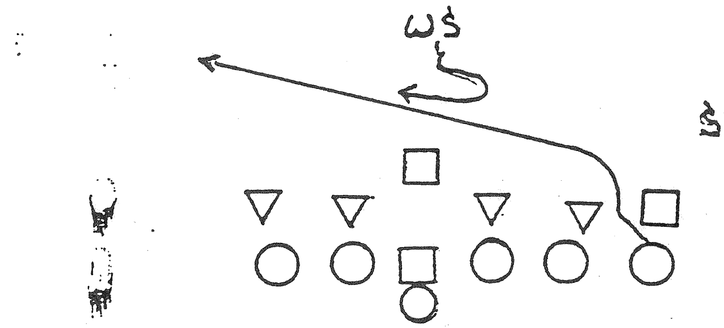
BKR UNDERNEATH
COLLIDE WITH
UPFIELD SHOULDER



(QB MUST ANTICIPATE USE TOUCH)

IDE RELEASE ALERT FOR POP VS M LBKR DOG.
TE DEVELOPS FROM 7 TO 12 YDS DEEP. FORCE
OLLISION, LOSE GROUND OUT OF THE BREAK.
W IT DOWN.

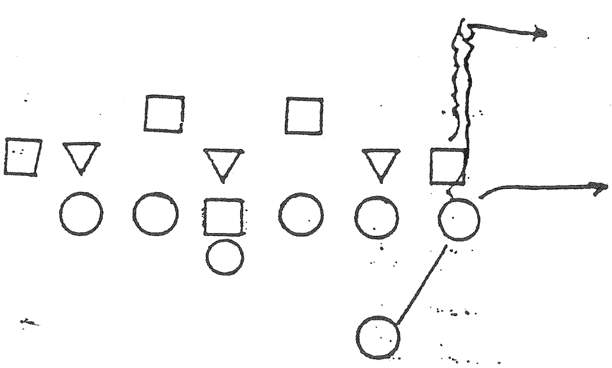
H ROUTE VS SLIDE



VERSUS SLIDE FLATTEN AND RUN UNDER THE WK
SAFETY TO FAR SIDE.

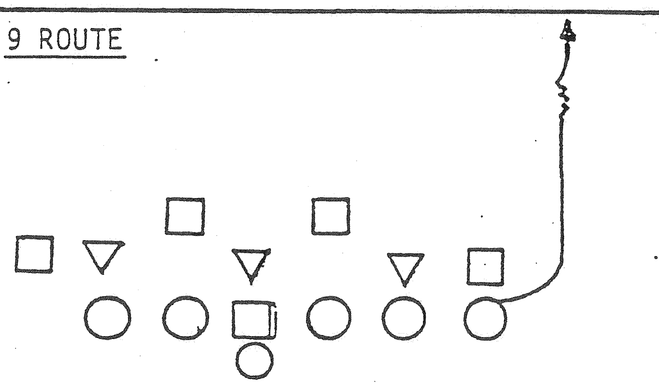
INSIDE 4 IS #1 IN 844 PROGRESSION

OUTE VS M-M

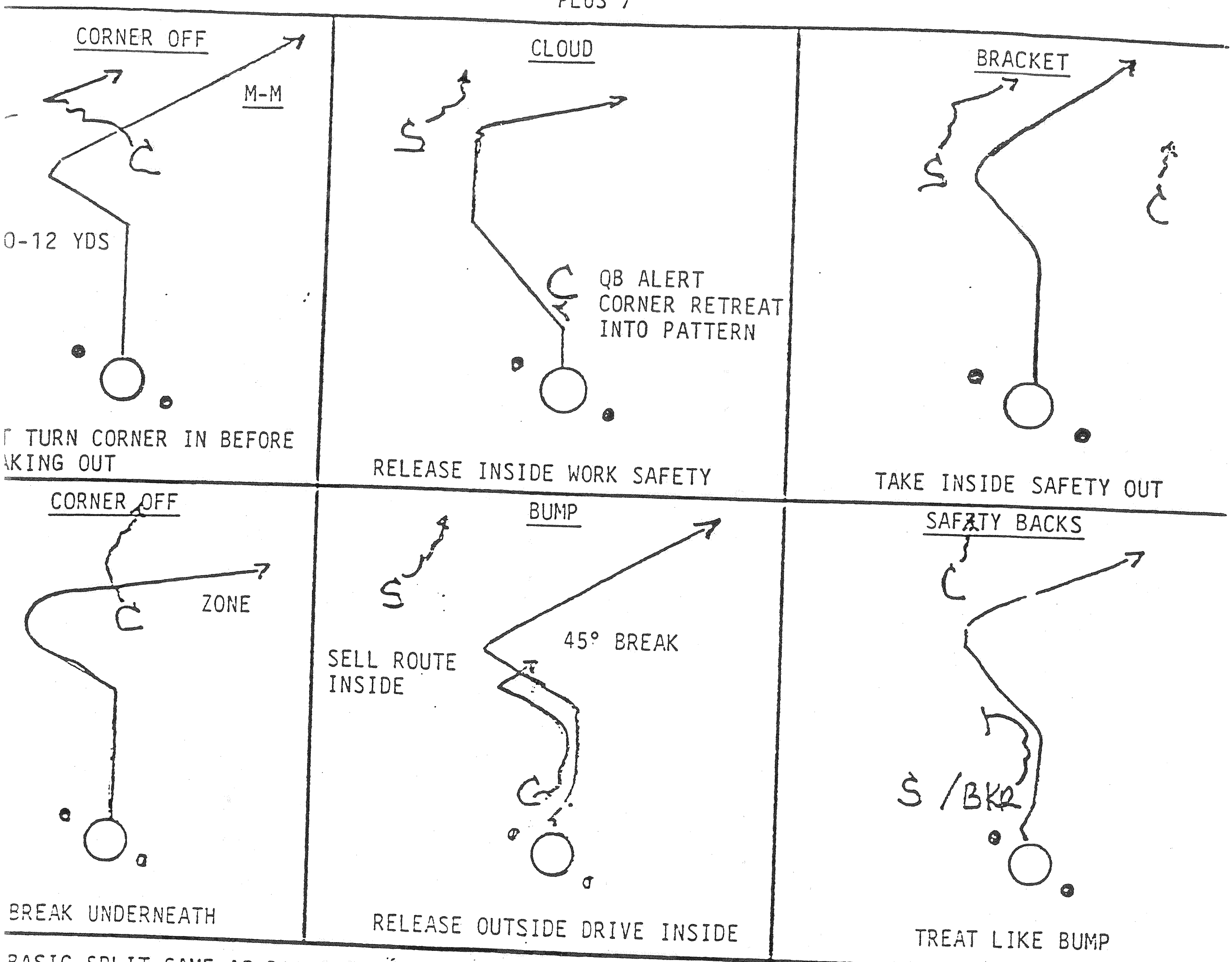


SIDE RELEASE VS SAM BKR INSIDE M-M LOCK
Y. PRESSURE SAM BKR AND LOSE AROUND ON
BREAK.

9 ROUTE



OUTSIDE RELEASE MUST NOT BE HELD UP. AVOID
BEING BUMPED OFF COURSE. LOOK FOR BALL IN THE
15-20 YD AREA. DO NOT STOP OR SLOW DOWN IF
94 CALLED. CALL LUSS AT 93 CALLED. SPRINT
WHEN 495 COMBINATION CALLED.



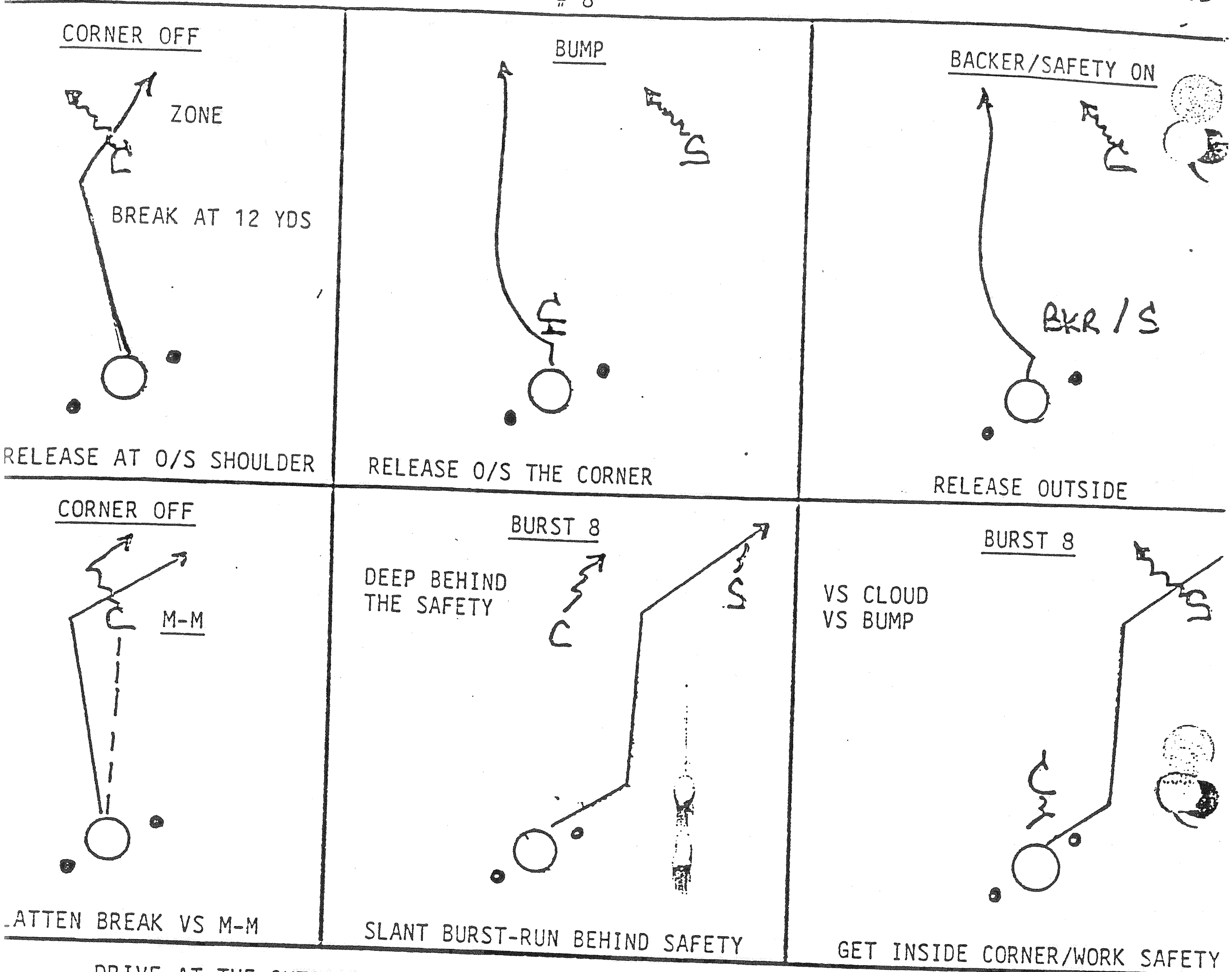
BASIC SPLIT SAME AS BASIC 7. SHARP POST MOVE AT 10-12 YD AREA. MUST SELL POST (AT LEAST 5 STEPS). BREAK BACK OUTSIDE UNDER THE CORNER, UNLESS THE CORNER SQUATS IN TWILIGHT AREA - THE GO BEHIND.

FROM PLUS TWENTY TO THE 9 YD LINE THE RUNNING POINT OUT OF THE BREAK IS THE <u>NEAR FLAG</u>. FROM THE PLUS 9 YD LINE IT IS THE <u>FAR FLAG</u>.

QUARTERBACK

1. SEVEN STEP DROP - GET DEPTH FAST - CANNOT DELIVER LATE.
2. MUST READ THE COVERAGE WITH THE RECEIVER FOR ADJUSTMENTS.
   DO NOT THROW IF CORNER IS OUTSIDE WATCHING YOU.
3. BE AWARE OF THE CLOUD CORNER RETREATING INTO THE PATTERN.

INS

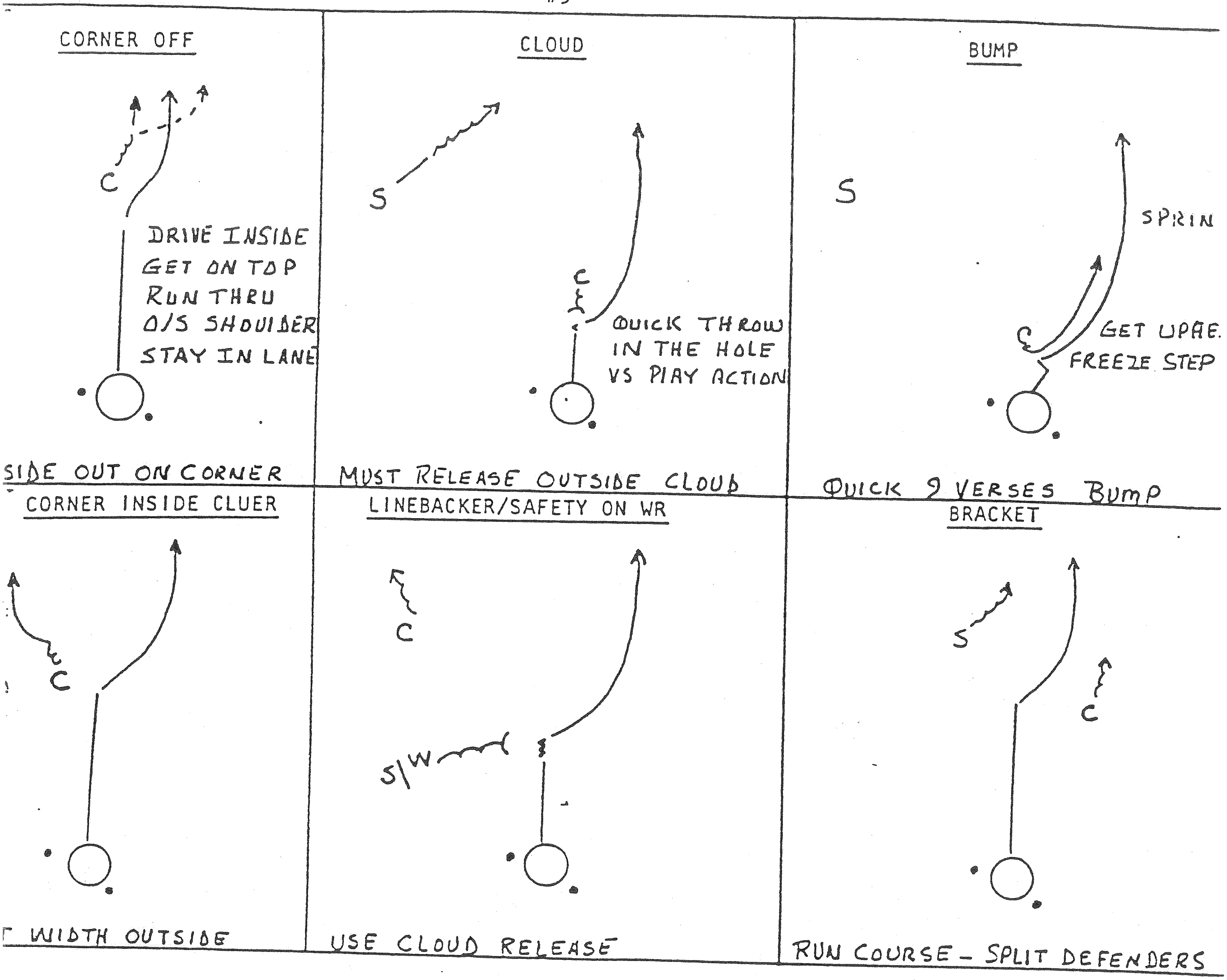


DRIVE AT THE OUTSIDE HIP OF THE CORNER. BREAK INTO SEAM AT 12 YDS - INSIDE THE CORNER AWAY FROM THE SAFETY, SO QB CAN THROW THE BALL ON TIME INTO SEAM.

VS 18 RECEIVER RELEASE INSIDE VS CLOUD/BUMP VS BURST 8 RELEASE INSIDE VS CLOUD/BUMP

QUARTERBACK

1. BASIC 8 - ONLY THROW VS PERFECT LOOK
2. MUST NOT PULL RECEIVER INTO THE SAFETY.
3. 5 BIG STEPS HITCH STEP - DELIVER BALL ON TIME INTO SEAM.
4. 18 VS BUMP/CLOUD BE READY FOR RECEIVER ADJUSTMENT.
5. RECEIVER SHOULD CATCH THE BALL RUNNING.



EXPLODE OFF THE L.O.S. INSIDE OUT ON THE CORNER, RUN THE CORNER DOWN.
THIS IS A MECHANICAL ROUTE - STAY ON COURSE - THE RECEIVER MAY END UP INSIDE OR OUTSIDE THE CORNER.
DO NOT LOOK FOR THE BALL UNTIL THE 40 YD AREA DOWNFIELD. VS BUMP BEAT THE CORNER ON THE L.O.S. - SPRINT UPFIELD

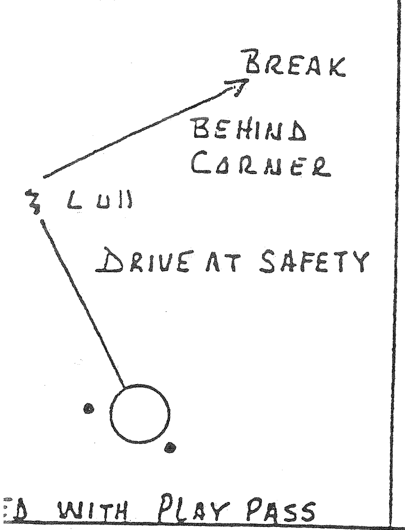
QUARTERBACK

1. 5 BIG STEPS HITCH STEP AND THROW/PIVOT THROW VS CLOUD/BUMP.
2. THE BALL MUST BE THROWN ON TIME WITH ARC.
3. THE BALL IS UP IN THE AIR BEFORE THE RECEIVER CLEARS THE CORNER - MAKE THE RECEIVER DIG FOR THE BALL.
4. VS BUMP BE ALERT FOR QUICK-9.
5. VS CLOUD ONLY THROW IN THE HOLE IF THE CORNER IS NOT RETREATING.
6. QB P.S.L. COVER LOOK FOR COMPLETE 1-ON-1

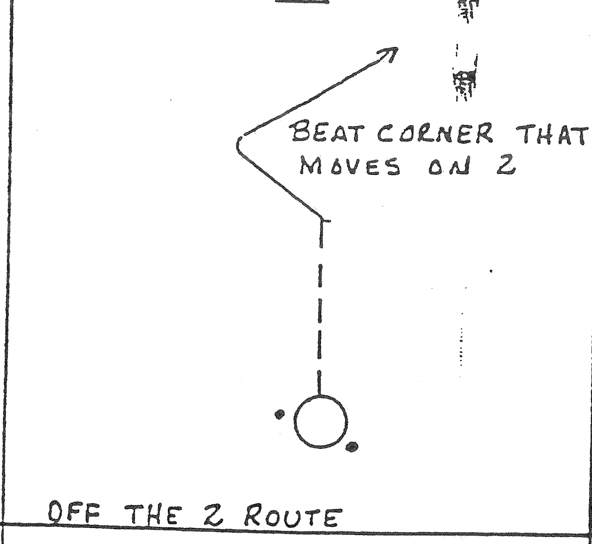
989/969 - RECEIVER TAKE BEST RELEASE, BUT STAY OUTSIDE

LO HI 9 - RECEIVER MUST RELEASE OUTSIDE CLOUD/BUMP

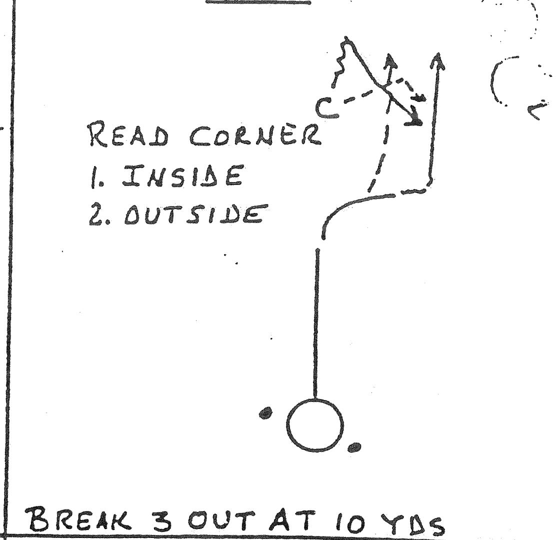
V-OUT



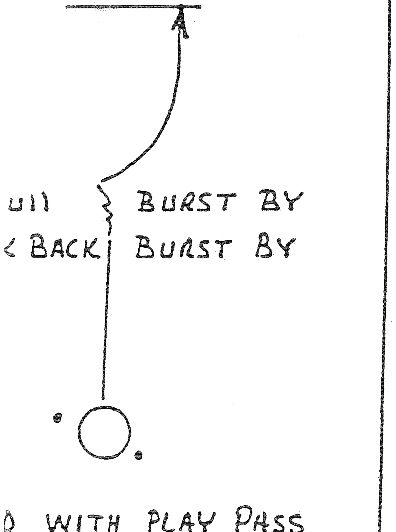
ZIG



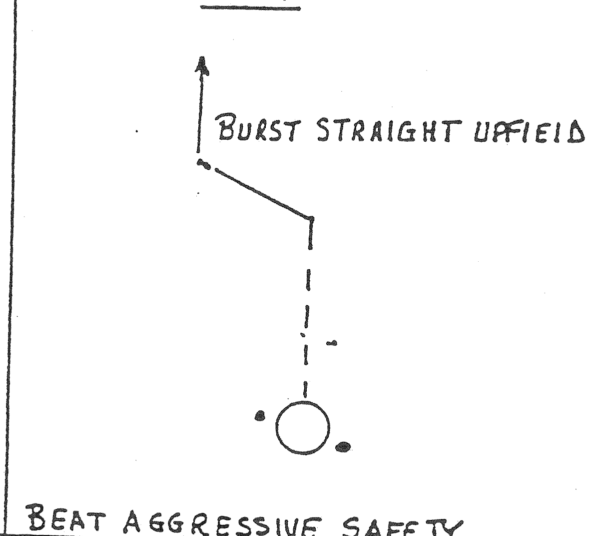
3 PUMP



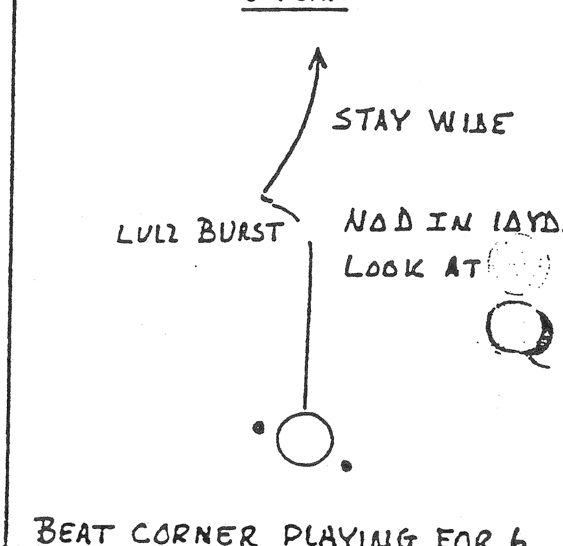
STALK GO



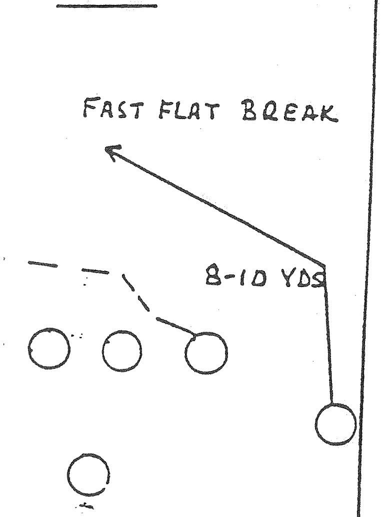
2 PUMP



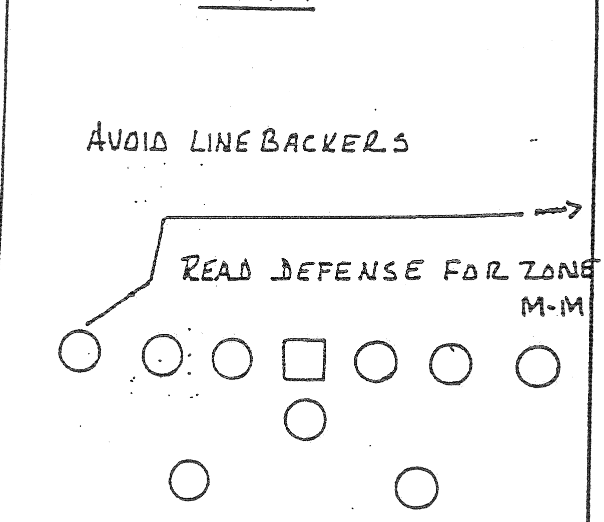
6 PUMP



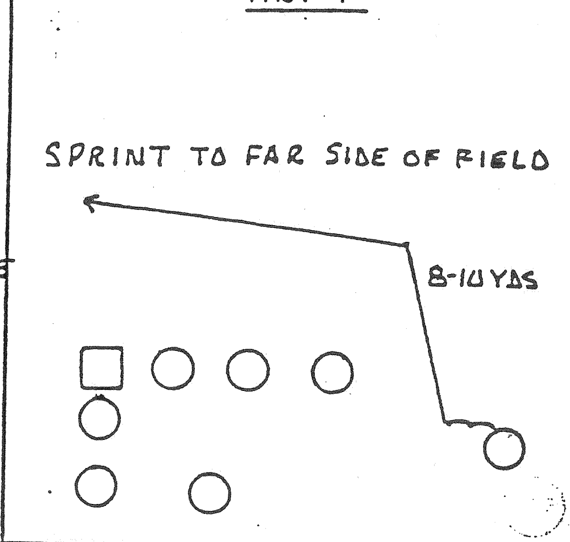
FAST 8



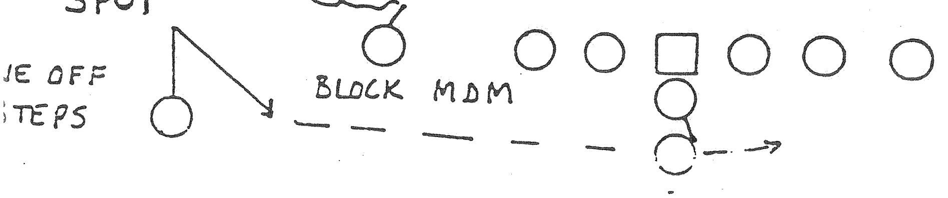
SPURT 4



FAST 4

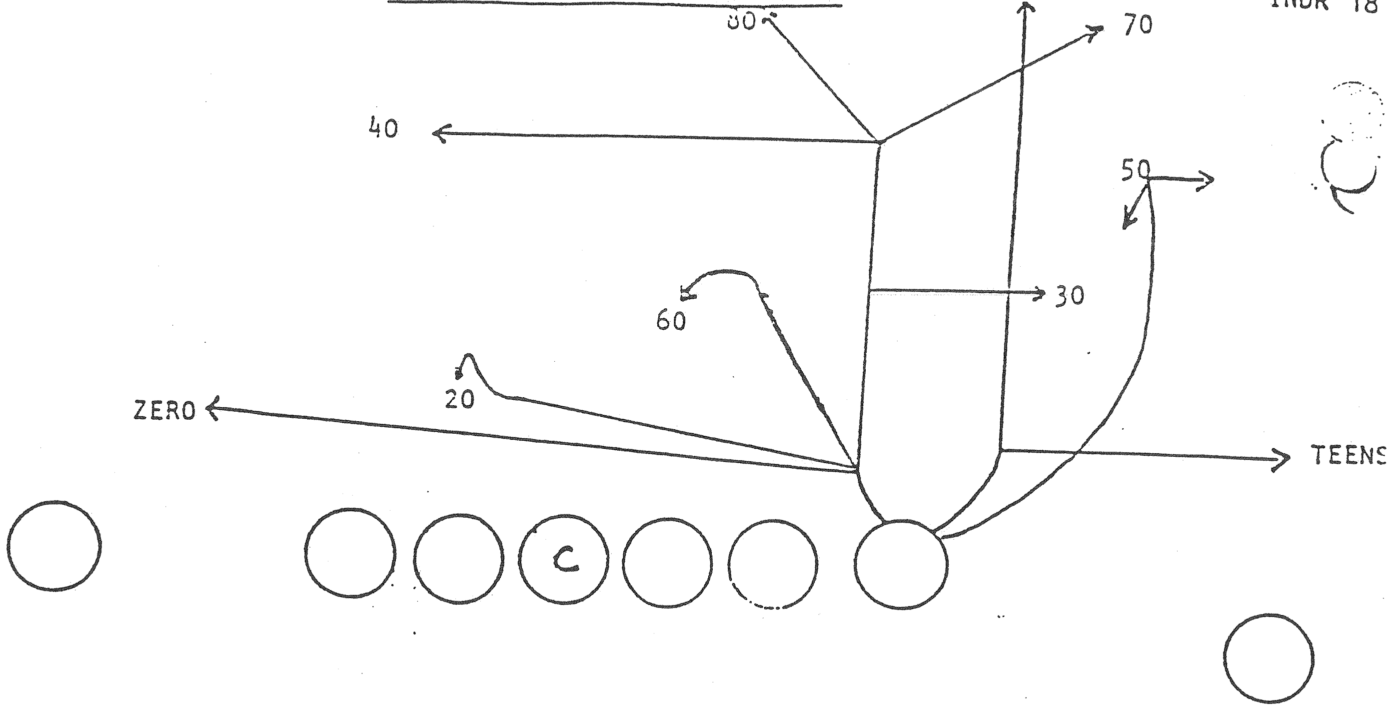


SPOT



INSIDE RECEIVER
INDIVIDUAL ROUTES

PASS ROUTES INSIDE RECEIVERS



ZERO - RELEASE INSIDE, CROSS TO THE OPPOSITE SIDE

10 (TEENS) - RELEASE OUTSIDE DRIVE UP FIELD. 1 STEP BREAK DIRECTLY TO THE SIDELINE LOOK FOR BALL OUTSIDE OF WR POSITION

20 - RELEASE INSIDE CROSS TO SPOT OVER OPPOSITE TACKLE SET DOWN AT 7 YDS.

30 - RELEASE INSIDE, DRIVE UPFIELD. PRESSURE M BACKER. BREAK OUT 7-9 YD AREA.

40 - RELEASE INSIDE. DRIVE UPFIELD TO THE 10 YD AREA. CROSS TO OPPOSITE SIDE.

50 - RELEASE OUTSIDE INTO SEAM 12 YDS DEEP. READ COVERAGE FOR HOOK OR OUT.

60 - RELEASE RELATIVE TO PATTERN CALL. DRIVE TO 8-12 YD AREA. PIVOT INSIDE TO THE QB.

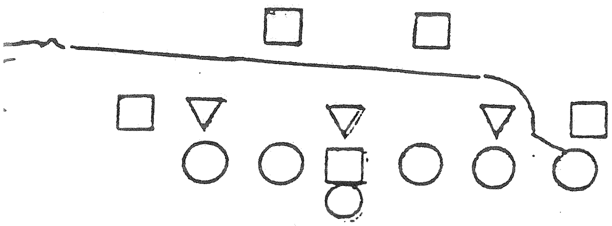
70 - BEST RELEASE PUSH UPFIELD TO 10-12 YD AREA. READ COVERAGE. VS M/M BREAK TO CORNER. VS ZONE SAIL INTO DEAD AREA.

80 - BEST RELEASE.PUSH UPFIELD TO 10-12 YD AREA. READ COVERAGE.

90 - RELEASE OUTSIDE INTO SEAM AND SPRINT STRAIGHT UPFIELD.

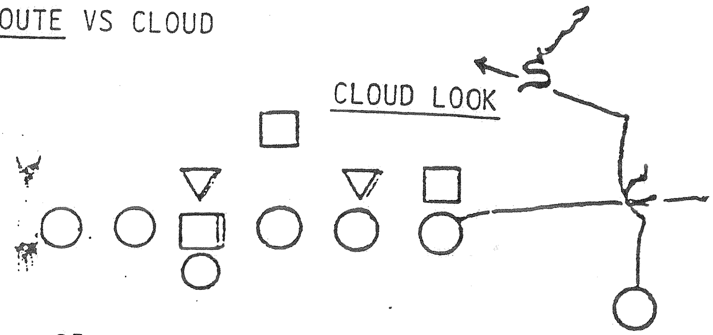
(ALERT ON INSIDE RELEASE ROUTES CHECK QB FOR POP)

"O" ROUTE



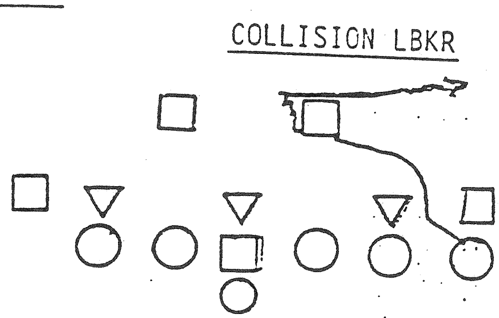
INSIDE RELEASE UNDER THE LBKR'S. GET TO THE FAR SIDE OF THE FIELD, THEN LOOK FOR THE BALL - USUALLY OUTSIDE THE FAR HASH MARKS, NO DEEPER THAN 5 YDS DEEP. LULL FAR SIDE/VS DOG LOOK QUICKER.

1 ROUTE VS CLOUD



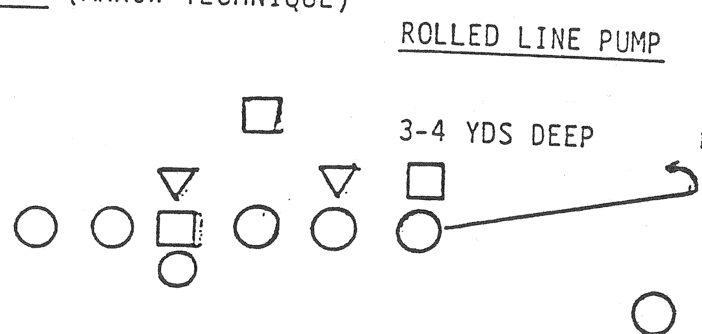
QB ALERT SKY/CLOUD LOOKS
1 KEY SS VS SKY.
2 KEY CORNER VS CLOUD.

FAKE "O"



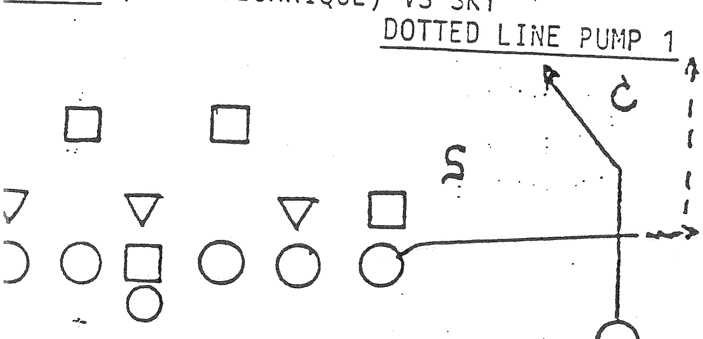
INSIDE RELEASE PUSH PAST M BKR TO THE CENTER. /S M-M COMEBACK OUTSIDE, VS ZONE SETTLE IN HOLE. BE 7-12 YDS DEEP.

1 ROUTE (ARROW TECHNIQUE)



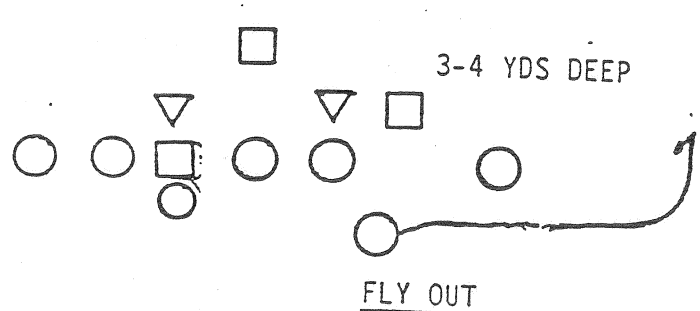
OUTSIDE RELEASE DIRECTLY ON A COURSE THAT WILL END UP 3-4 YDS DEEP 5 YDS FROM THE SIDELINE. SET DOWN. FACE THE QB. BE STATIONARY. BE ALERT! THE BALL MAY BE THROWN LATE. CATCH THE BALL SPRINT DIRECTLY UP THE SIDELINE.

ROUTE (FLAT TECHNIQUE) VS SKY

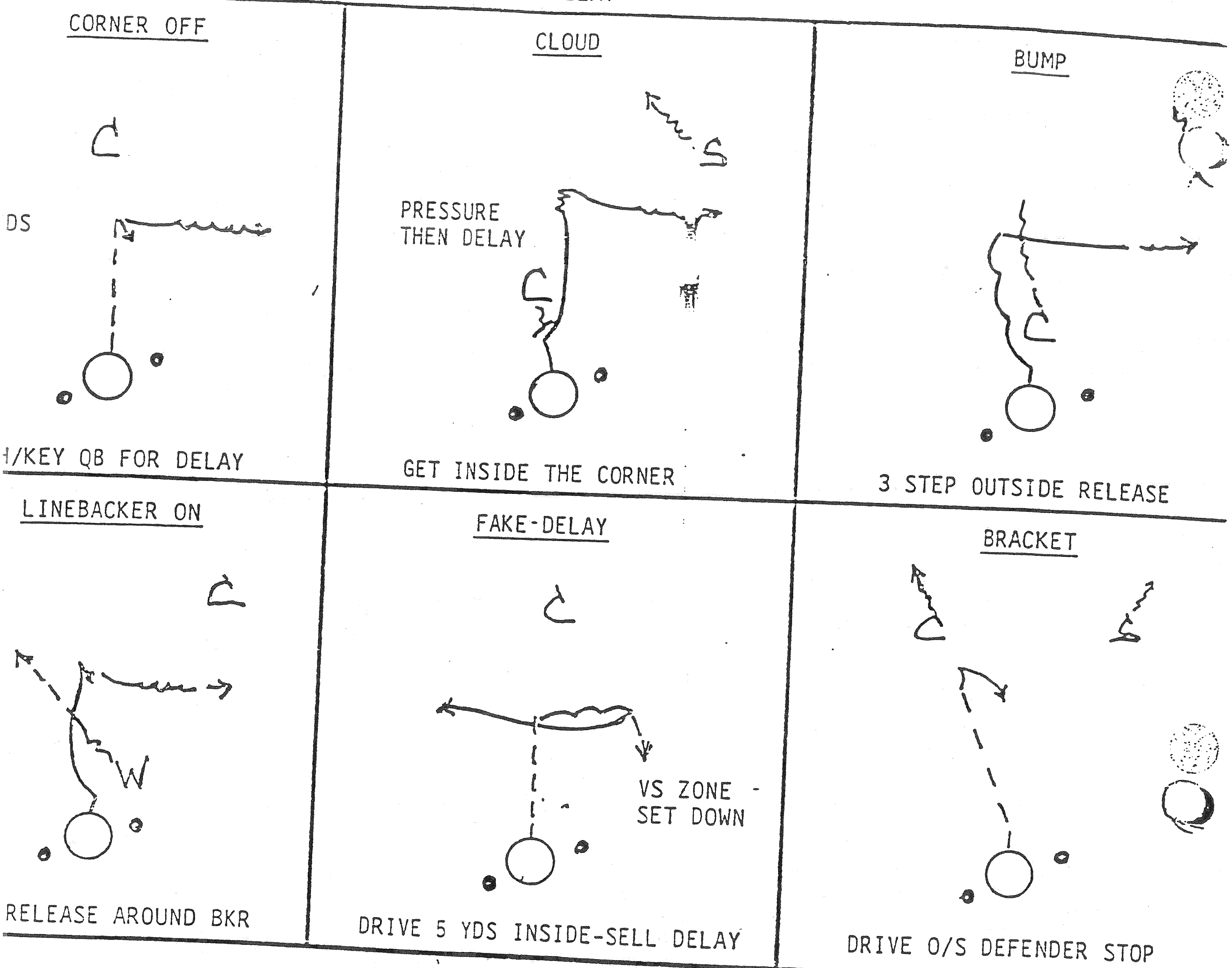


TSIDE RELEASE 1 STEP UPFIELD THEN FLATTEN, N PARALLEL TO THE L.O.S. READ THE OUTSIDE VERAGE. LOOK FOR THE BALL IN THE AREA TSIDE THE WR BKR DOG-LOOK FOR BALL ICKER.

1 ROUTE (ARROW TECHNIQUE) TE MOTION



2 DELAY



BASIC 2 DELAY - DRIVE UPFIELD 5 STEPS (7 YDS) BE READY FOR THE BALL

VS LOOSE COVERAGE, QB LOOKS TO YOU, DELAY INSIDE UNDER THE LINEBACKERS.

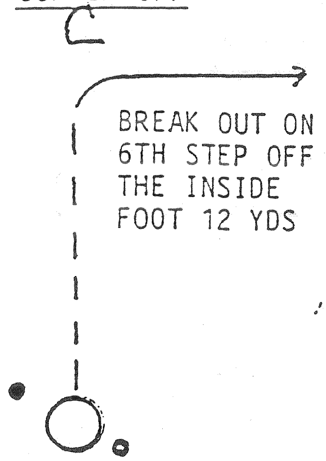
RECEIVER MUST DRIVE THE CORNER OFF, FIND THE NEAR M BACKER.

1. BACKER DEEP - DELAY INSIDE
2. BACKER INSIDE WAITING - STAY OUTSIDE IN THE DEAD AREA
3. VS BUMP/CLOUD GET INSIDE THE CORNER
4. FAKE DELAY - DRIVE UPFIELD 5 YDS RELEASE INSIDE FAST WHEN DEFENSE FOLLOWS
   PIVOT OUTSIDE - VS ZONE SET DOWN IN DEAD AREA

QUARTERBACK

1. 7 STEP DROP - FIND THE INSIDE BACKER
2. KEY THE RECEIVER ALLOW FOR ADJUSTMENT - SO NOT LEAD THE RECEIVER

CORNER OFF

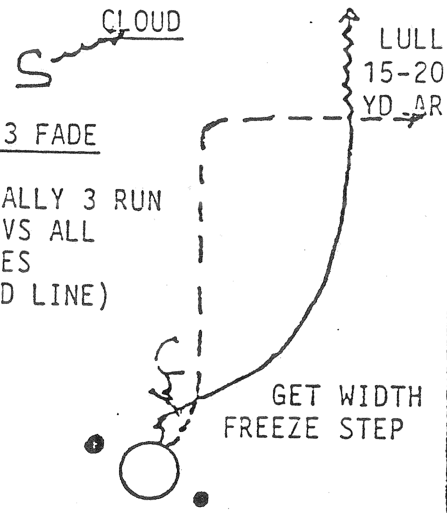


IT THE BALL IN FRONT

CLOUD

BASIC 3 FADE

ROSE-SALLY 3 RUN
ROUTE VS ALL
DEFENSES
(DOTTED LINE)

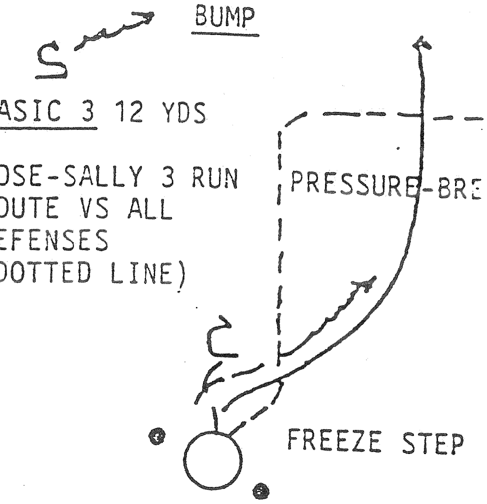


QB: ONLY THROW IF CLEAN

BUMP

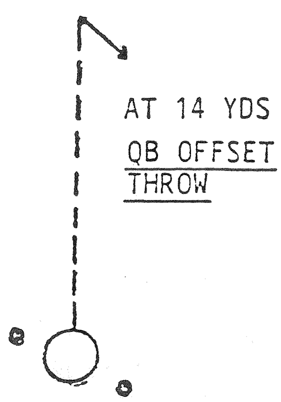
BASIC 3 12 YDS

ROSE-SALLY 3 RUN
ROUTE VS ALL
DEFENSES
(DOTTED LINE)

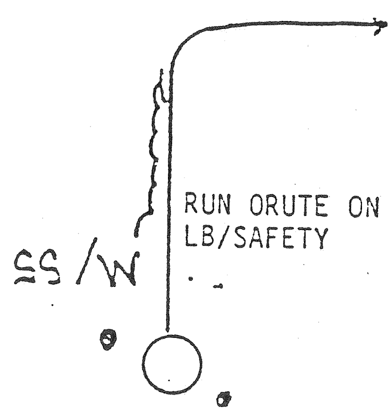


QB: ONLY THROW IF CLEAN

DEEP 3

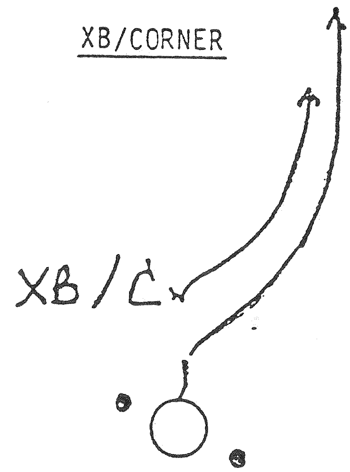


LINEBACKER/SAFETY ON WR



WR CREATE THROWING LANE

XB/CORNER



WR PUSH TO 15 YDS COMEBACK

'HIS IS A MECHANICAL ROUTE. RELEASE STRAIGHT OFF THE ..O.S. MAKE SURE TO GO THE PROPER NUMBER OF STEPS - BE JNDER CONTROL AT THE TOP OF THE ROUTE.

RECEIVER

. DO NOT STOP YOUR FEET, DO NOT SHOW YOUR NUMBERS ON THE BREAK.

2. KNOW IF THE PLAY IS SALLY/ROSE

3. MUST RELEASE OUTSIDE VS CLOUD!

QUARTERBACK

. 5 QUICK STEPS PIVOT - THROW/HANG ON THE BACK FOOT SO CAN ADJUST. VS DEEP 3 HITCH STEP.

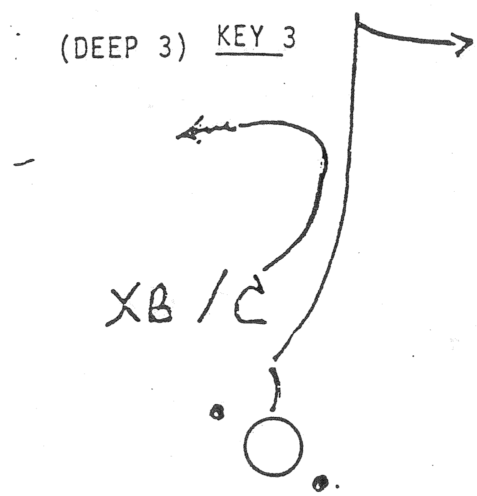
' LOOK FOR THROWING LANE TO THE RECEIVER, NONE THERE DO NOT THROW.

3. P.S.L. SS ALIGNMENT FOR COVER LOOK.

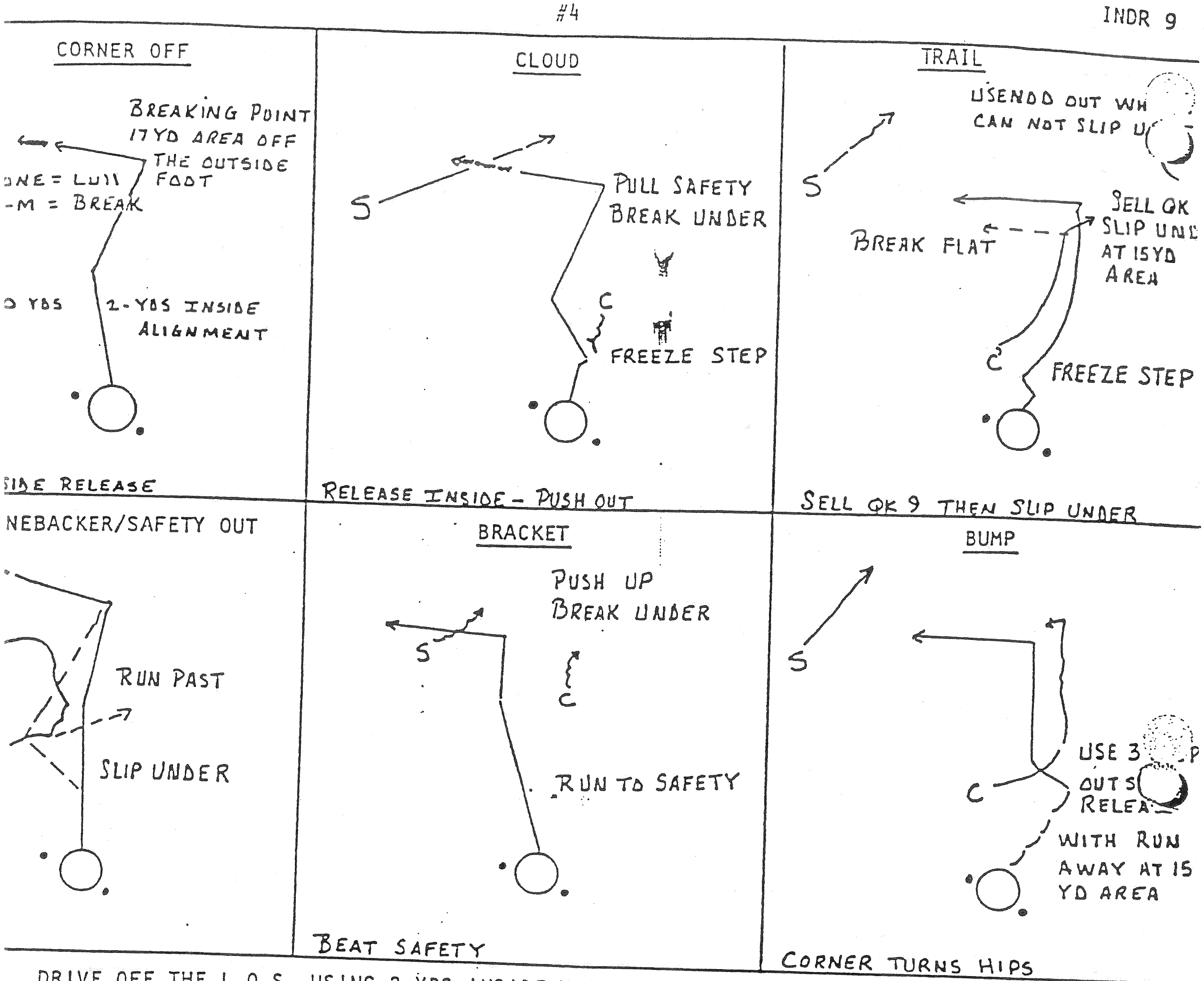
. FADES ARE ONLY GOOD IF SAFETY IS LATE/CORNER FLAT FOOTED.

. QUICK GO IS BEST VS COVER 1/1 FREE BUMP.

(DEEP 3) KEY 3



VS HUMP WR PIVOT OUT AT 2 YDS DEEPER THAN 1ST DOWN DEPTH - NO LESS THAN 12 YDS DEEP.



DRIVE OFF THE L.O.S. USING 2 YDS INSIDE YOUR SPLIT AND 10 YDS DOWNFIELD AS THE AIMING POINT. PUSH BACK OUTSIDE AWAY FROM THE SAFETIES. GET YOUR DEPTH (17 YD AREA) BREAK INSIDE SMOOTHLY OFF THE OUTSIDE FOOT AT AN ANGLE. DO NOT STOP OR TURN YOUR NUMBERS TO THE QB.

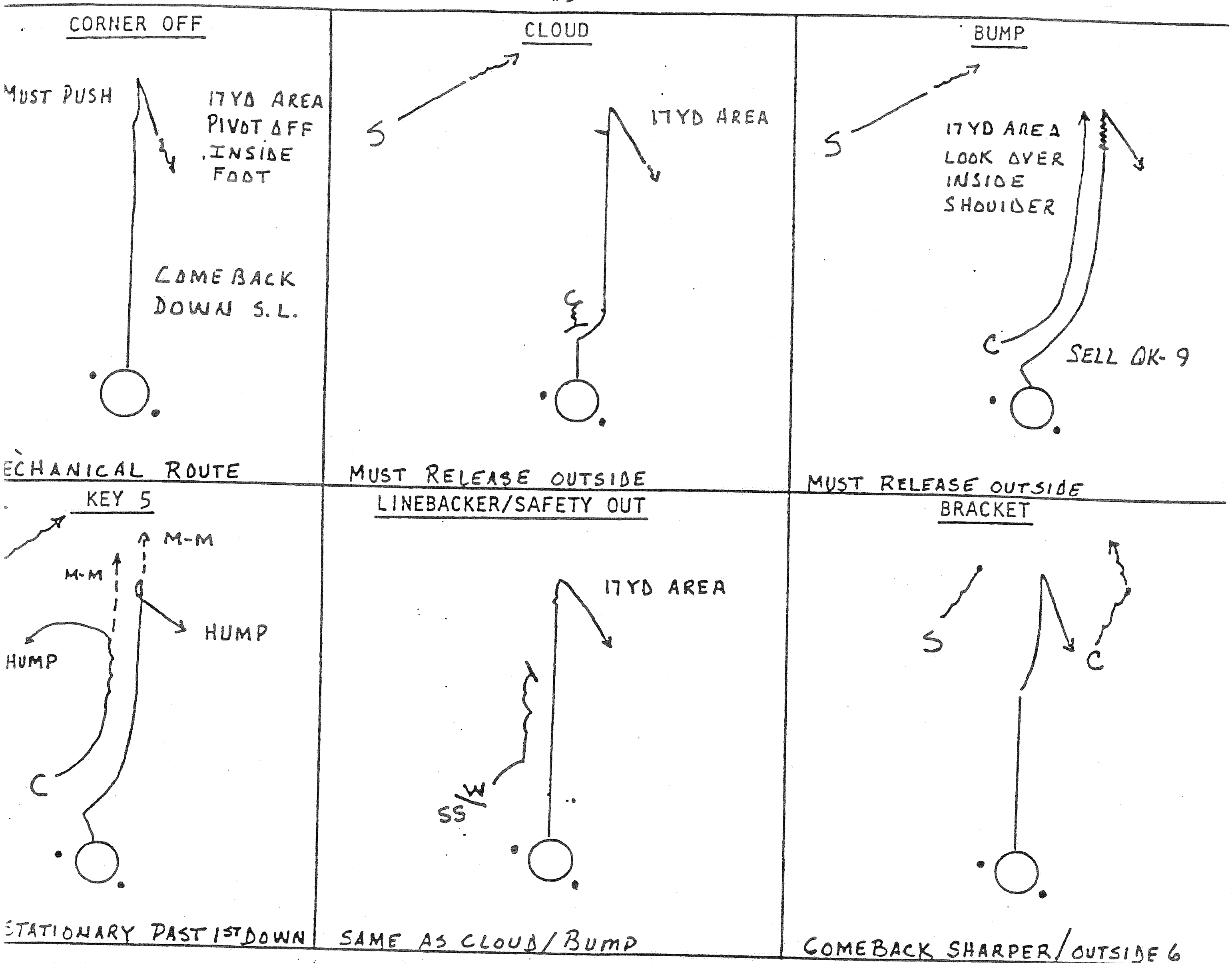
RECEIVER MUST BE UNDER CONTROL ON THE BREAK - QB WILL THROW TO THE OPEN HOLE.

QUARTERBACK

1. THROW ON EITHER SIDE OF THE UNDERNEATH COVERAGE. AS THE RECEIVER MOVES ACROSS THE FIELD.
2. FIND THE OPEN HOLE - SHORT ARC THE BALL INTO THE HOLE.
3. THE BALL MUST BE CAUGHT BEFORE THE RECEIVER GETS TO THE SAFETY.
4. VS CLOUD THE RECEIVER WILL OPEN ON EITHER SIDE OF THE SAFETY.
5. VS BUMP THE RECEIVER WILL BREAK QUICKER AND FLATTER
6. THROWN OFF 7 STEP DROP

FAST - 4 RECEIVER BREAKS ROUTE OFF AT 10 YD AREA, SPRINTS TO FAR SIDE.

#5



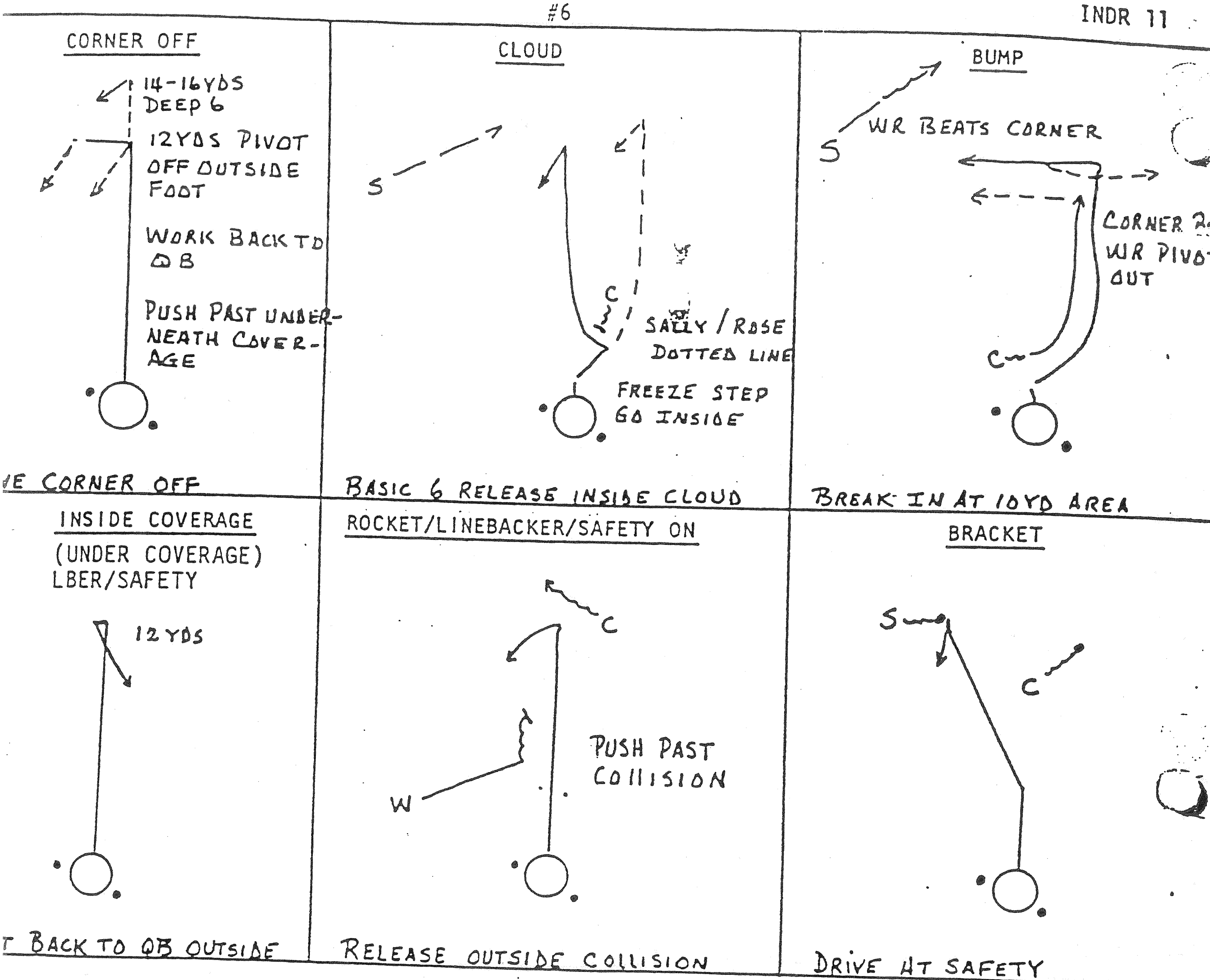
THIS IS A MECHANICAL ROUTE. BREAK IN 17 YD AREA DOWNFIELD OVER YOUR POSITION ON THE L.O.S. YOU COULD BE INSIDE OR OUTSIDE THE CORNER. YOU MUST PUSH UPFIELD, SELL THE CORNER DEEP BEFORE PIVOTING OFF THE INSIDE FOOT. RELEASE OUTSIDE VS CLOUD/BUMP.

KEY - TELLS THE RECEIVER TO ADJUST ROUTE TO COVERAGE.

COME BACK DOWN THE SIDELINE

QUARTERBACK

THIS ROUTE IS USED AS AN OUTLET ROUTE OFF OF 7 STEP DROP PASSES AND WITH THE HB OPTION. PUT THE BALL WHERE THE RECEIVER CAN GET TO IT ALONG THE S.L.



VE CORNER OFF | BASIC 6 RELEASE INSIDE CLOUD | BREAK IN AT 10YD AREA

T BACK TO QB OUTSIDE | RELEASE OUTSIDE COLLISION | DRIVE AT SAFETY

PUSH PAST SKY/WILLIE COLLISION - STAY OUTSIDE. WORK BACK TO QB.

IF THE UNDERNEATH COVERAGE TAKES THE LANE AWAY STEP INSIDE WORK TO QB

IF THE CORNER/UNDERNEATH COVERAGE TAKES INSIDE LANE AWAY PIVOT BACK TO OUTSIDE.

VS CLOUD TRY TO GET OUTSIDE THE CORNER THEN SLIP INSIDE.

SALLY ROSE - MUST RELEASE OUTSIDE CLOUD/BUMP

QUARTERBACK

1. 5 BIG STEPS - TIMED THROW VS BASIC 6 -- 7 STEP DROP VS DEEP 6
2. MUST BE AWARE OF CORNER POSITION AND THE UNDERNEATH COVERAGE
3. VS CLOUD/BUMP HOLD BALL IF FLARE TAKEN AWAY

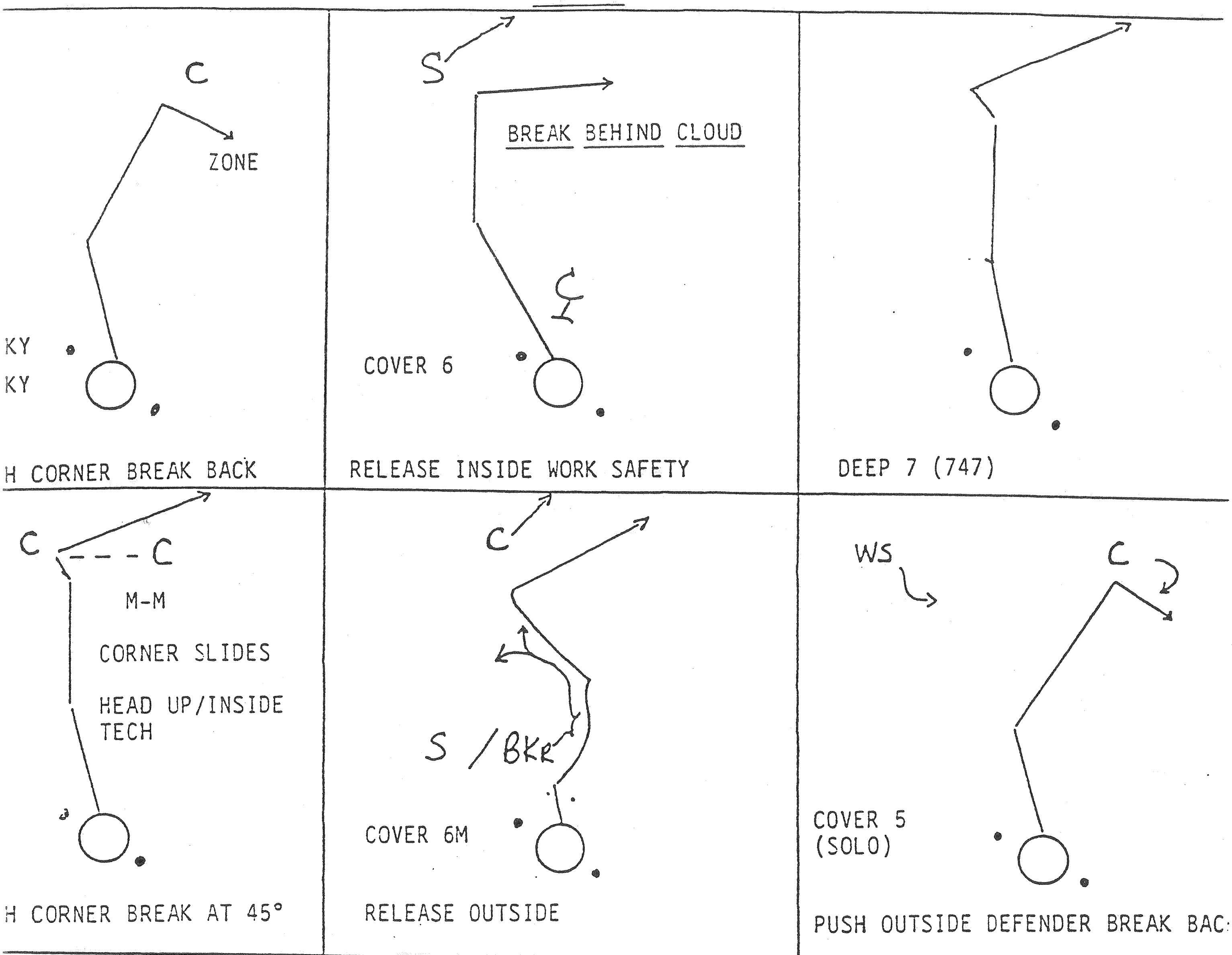
LO/HI 6 OR 66 X BLITZ POST VS NO WS - ALERT 4 SKY

ALERT PUMP 6 - STOP AT 10 YD AREA THEN TAKE OFF

LO/HI CURL 6 - UTILIZES TIGHTER SPLIT AND CURL TECHNIQUE FOR X

661 CURL - UTILIZES TIGHTER SPLIT AND CURL TECHNIQUE FOR Z

BASIC 7

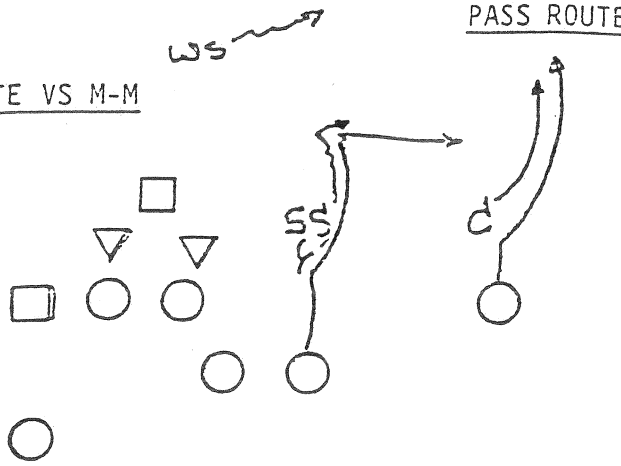


BASIC 7 ROUTE SPLIT. ANGLE INSIDE TO 10 YDS DEEP - READ CORNER'S TECH (OUTSIDE TECH) - DRIVE BACK OUTSIDE TO A POINT 20 YDS DEEP - BREAK BACK TOWARD L.O.S. VS INSIDE TECH ANGLE INSIDE TO 10 YDS DEEP - READ CORNER'S TECH - DRIVE UPFIELD 10 YDS AND BREAK AT A 45° ANGLE.

QB:

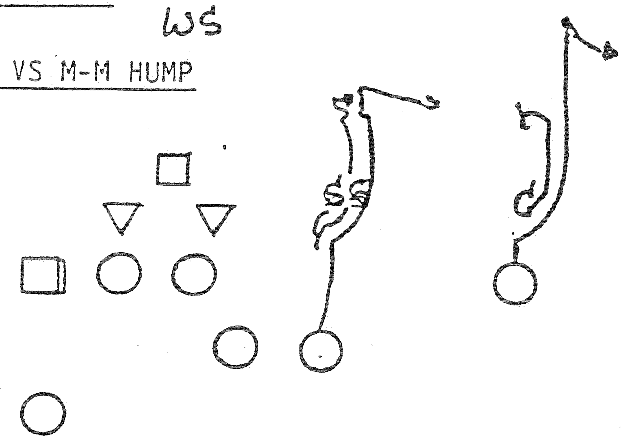
1. SEVEN STEP DROP
2. BALL IS THROWN AS RECEIVER MAKES FINAL BREAK. MUST NOT HOLD BALL WAITING FOR BREAK - THROW TO A SPOT.

OUTE VS M-M
)



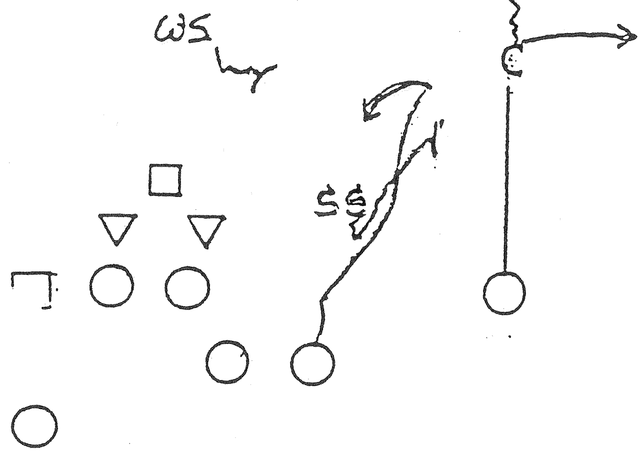
IDE RELEASE - PRESSURE BREAK OUT IN 12 YD
(LOSE GROUND) MUST DRIVE UPFIELD

5 ROUTE VS M-M HUMP



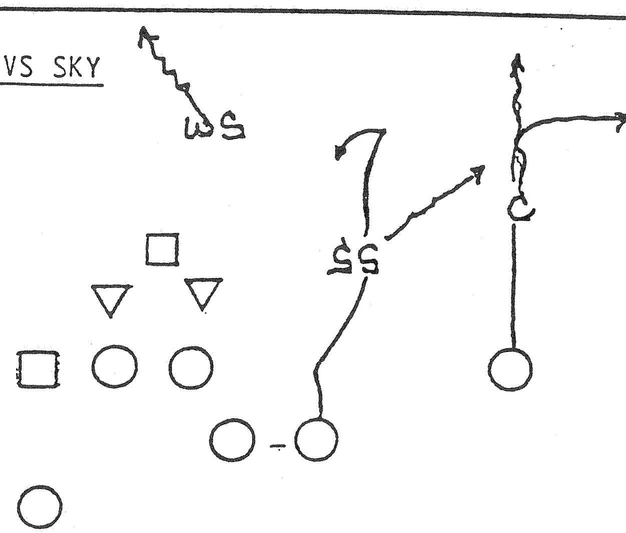
OUTSIDE RELEASE - PRESSURE BREAK OUT IN 12 YD
AREA (LOSE GROUND) MUST DRIVE UPDIELD

UTE VS SOLO

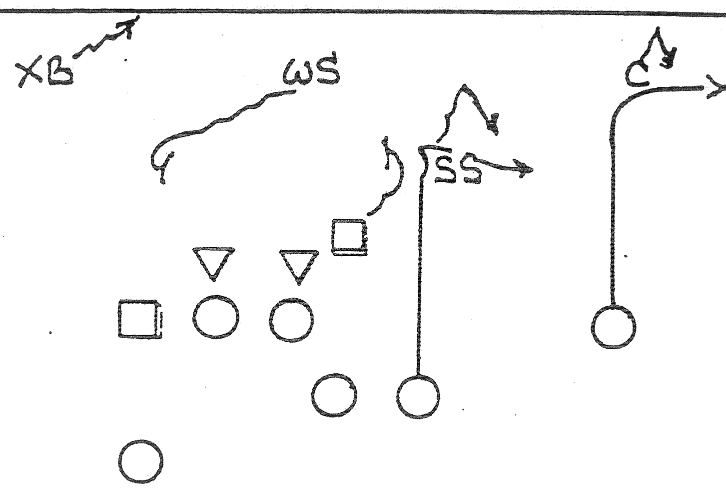


OUTSIDE RELEASE DEFENDER HANGS OUTSIDE,
HIM AND TURN INSIDE AWAY FROM WS

5 ROUTE VS SKY

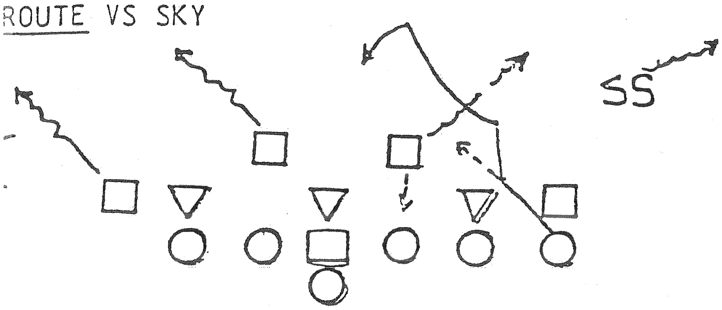


START OUTSIDE RELEASE DEFENDER SHOWS SKY ZONE
SET DOWN IN THE DEAD AREA.



5 ROUTE VS 1 FREE XB
BE ALERT FOR M-M OUTSIDE TECHNIQUE. MUST DRIVE
ON SS-PUSH HIM OFF THEN BREAK.

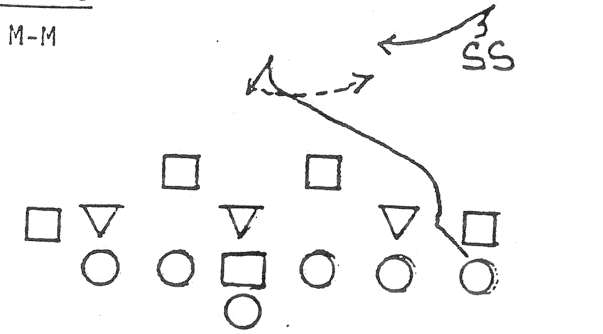
ROUTE VS SKY



EASE INSIDE AVOID NEAR M LBKR. GET TO 12 YD
A DIRECTLY OVER THE BALL - BE STATIONARY.
K BACK TO QB.

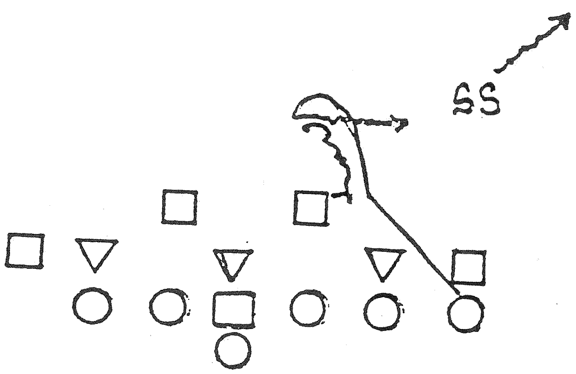
ALERT POP KEY M LBKR

6 ROUTE VS M-M



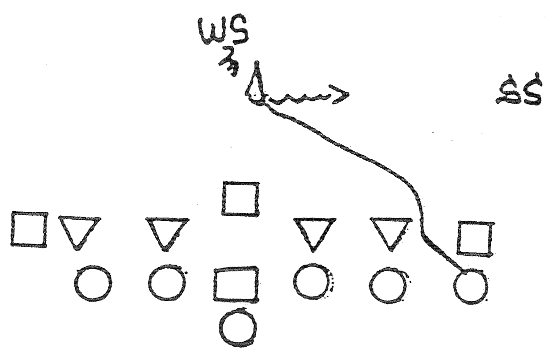
GET OVER THE BALL. BE STATIONARY.
UNCOVER WHEN QB LOOKS TO YOU

ƆUTE VS BANJO 6 MAN

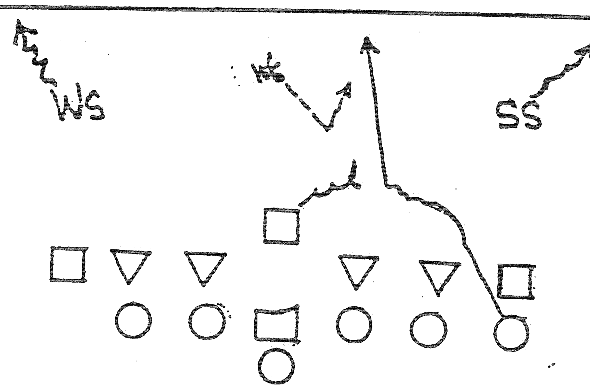


OVER THE BALL. GO AROUND THE M LBKR WALL
ST THE DEFENDER. THEN UNCOVER.

6 ROUTE VS SLIDE



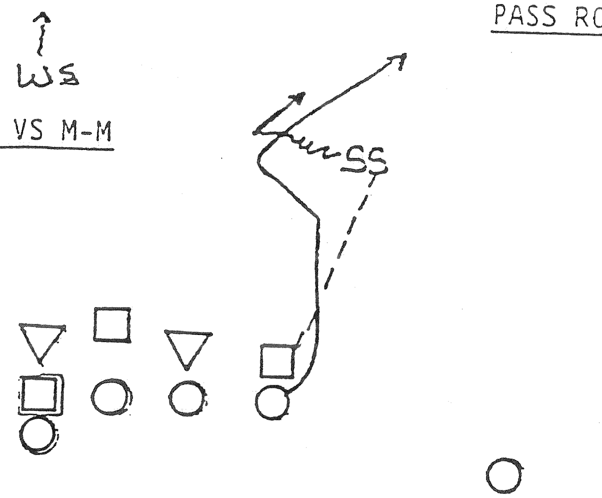
GET OVER THE BALL. PUSH THE WS - UNCOVER



6 ROUTE VS READ/BREAK CALL
USE READ-BREAK VS G LOOK OR SLIDE BY
GAME PLAN/PLAY.

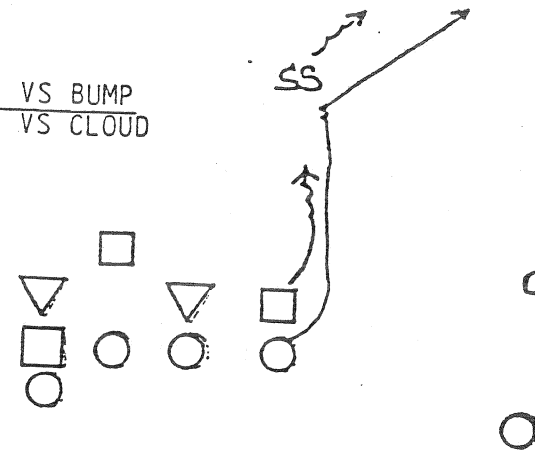
PASS ROUTES INSIDE RECEIVERS

OUTE VS M-M



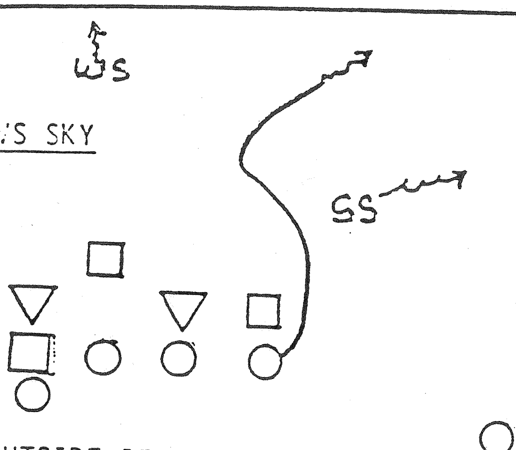
ASE OUTSIDE BREAK INSIDE AT 10 YD AREA.
SS INSIDE.

7 ROUTE VS BUMP
VS CLOUD



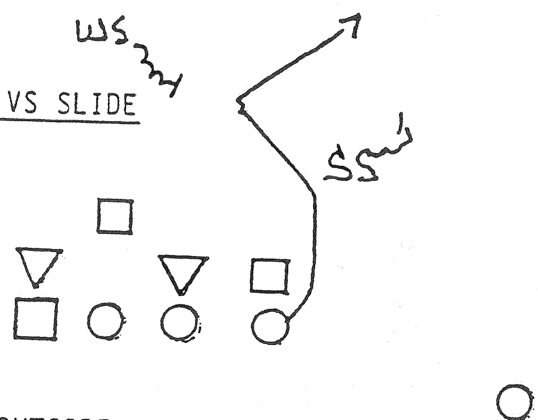
RELEASE OUTSIDE BREAK TO DEEP CORNER

E VS SKY



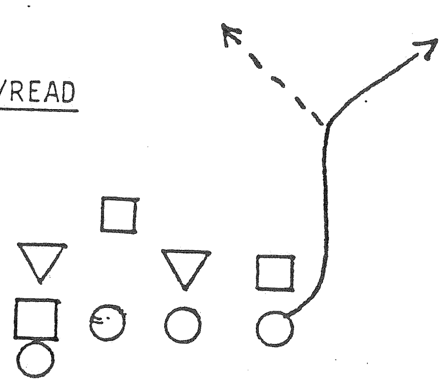
SE OUTSIDE BEND BACK OVER ORIGINAL POSITION
INTO DEAD AREA. QB HOLD UP WITH THROW.

7 ROUTE VS SLIDE



RELEASE OUTSIDE RUN AT WS.
PUSH HIM THEN RUN AWAY.

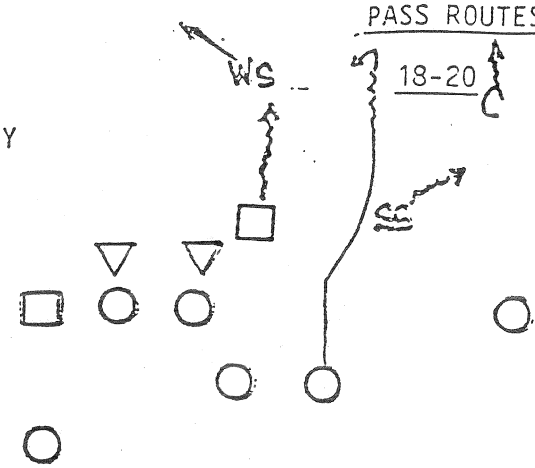
7 CHOICE/READ



BEST RELEASE
CHOICE - BEAT A SINGLE DEFENDER
READ - KEY THE COVERAGE
ON BOTH: THINK CORNER 1ST

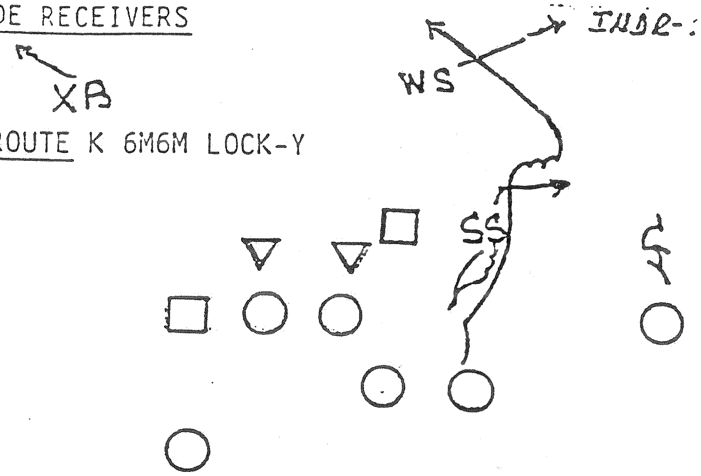
PASS ROUTES | INSIDE RECEIVERS

UTE VS SKY



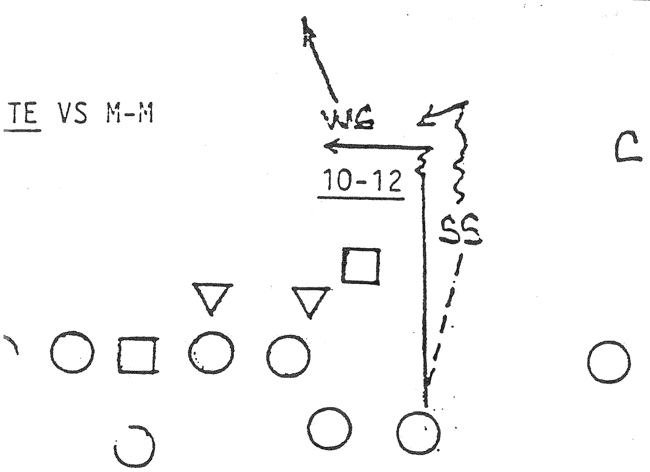
ASE UPFIELD READ FOR SKY OR CLOUD ZONE.
IT TO DEAD SPOT PULL UP IN DEAD AREA. STAY
FROM THE WS/CORNER.

8 ROUTE K 6M6M LOCK-Y



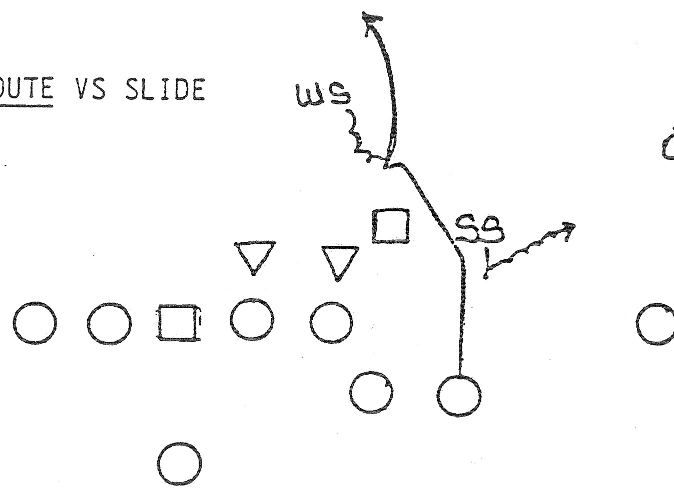
RELEASE UPFIELD READ 6M6M LOCK-Y, SHAKE
DEFENDER TUN TO POST.

TE VS M-M



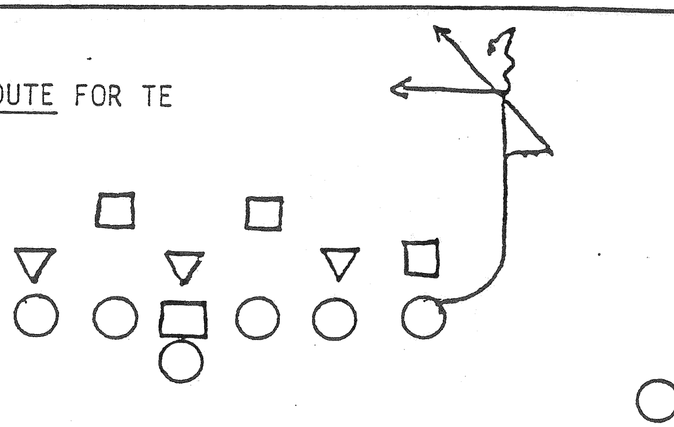
SE UPFIELD READ SS M-M, DRIVE DEFENDER
UN 4 ROUTE.

8 ROUTE VS SLIDE



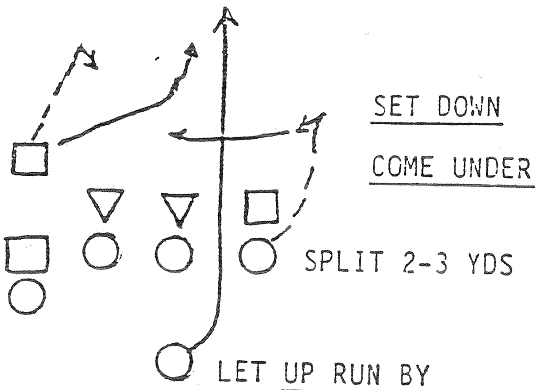
RELEASE UPFIELD READ SLIDE. DRIVE INSIDE AND
SHOW 4 ROUTE-BREAK BEHIND THE WS.

8 ROUTE FOR TE



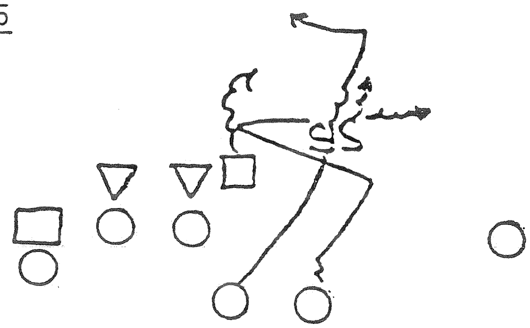
RELEASE OUTSIDE READ COVERAGE FOR PULL UP/
4 ROUTE/8 ROUTE

)ELAY



E ON THE L.O.S. - OUTSIDE RELEASE. DRIVE
..O.S. 4 STEPS.
FIND M LBKR
1 LBKR RUN TO RB-UP. COME UNDER
1 LBKR SETS. RECEIVER SET DOWN

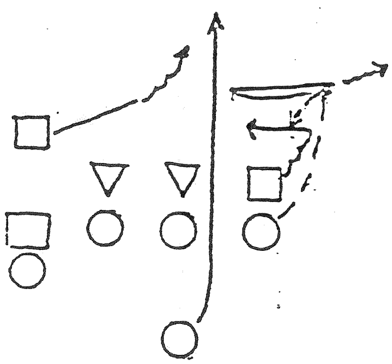
FAKE PICK 55



SAME CONCEPTS AS PICK 55, RECEIVER DRIVE INSIL
HARD.

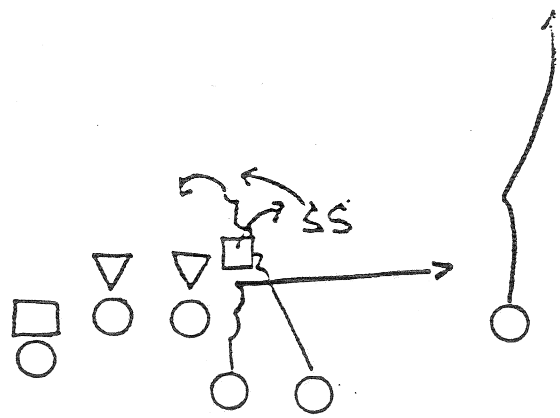
ALERT ANTICIPATE ZONE

.KE DELAY



NED TO BEAT M-M, USE BASIC DELAY.
INSIDE THEN COME OUT. ALERT TO SET DOWN
NE MUST COLLISION DEFENDER.

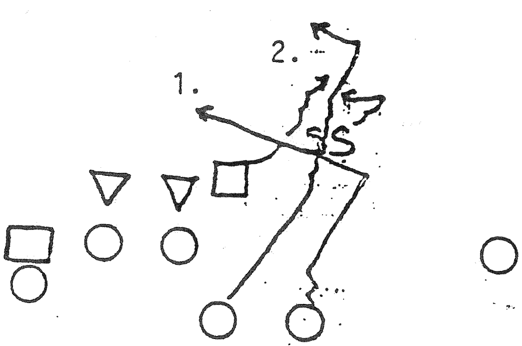
PICK 29



PICK MAN MAKE DEFENDER GO AROUND.

2 ROUTE ALERT FOR ZONE ADJUST

)5

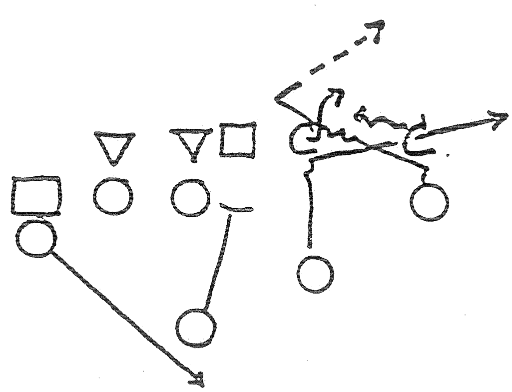


AN RUN AT UPFIELD SHOULDER, MAKE THE
ER GO AROUND

FENDER LOOSE-DRIVE UPFIELD

FENDER TIGHT-DRIVE OUTSIDE

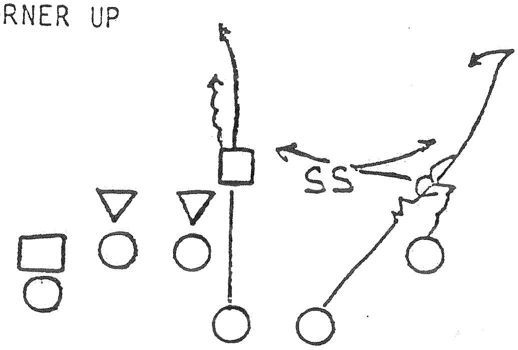
PICK 17



PICK MAN MAKE DEFENDER GO AROUND.

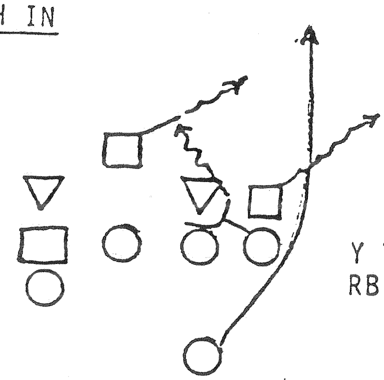
7 ROUTE ALERT FOR ZONE ADJUST.

: 72 VS CORNER UP



ER UP, INSIDE RECEIVER PICK. MAKE THE
ER TO AROUND. HOOK UP AS AN OUTLET.

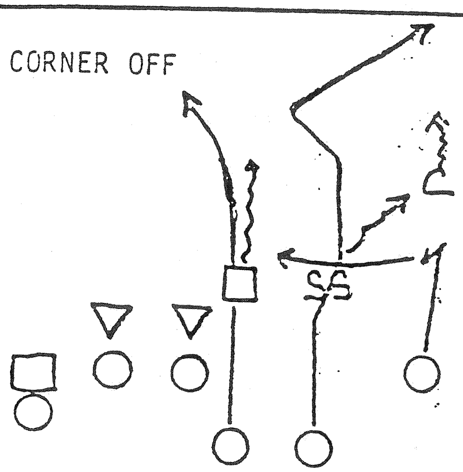
55 UP SMASH IN



Y TIGHTEN
RB RELEASE O/S

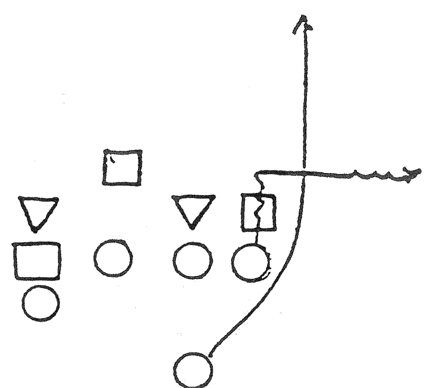
TE/TACKLE DOUBLE ON DE. TE KEY NEAR M LBKR
FOR OPEN AREA.

72 VS CORNER OFF



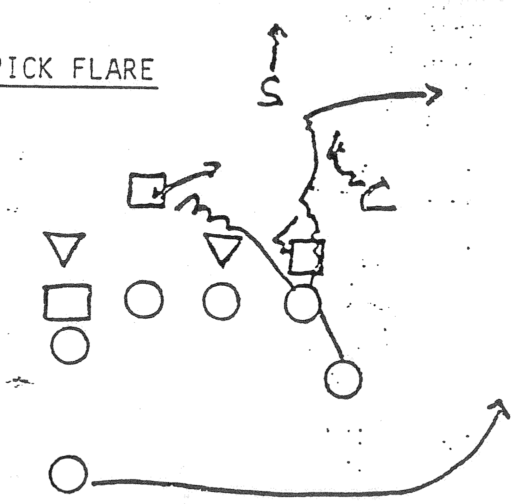
OFF, INSIDE RECEIVER RUN A 7 ROUTE.
E RECEIVER RUN 2 DELAY.

55 UP SMASH OUT

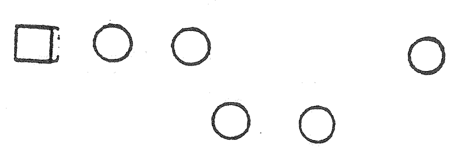


TE DRIVE THRU SAM BKR. RELEASE OUTSIDE UNDER
BACK RUNNING UP ROUTE.

.E PICK FLARE

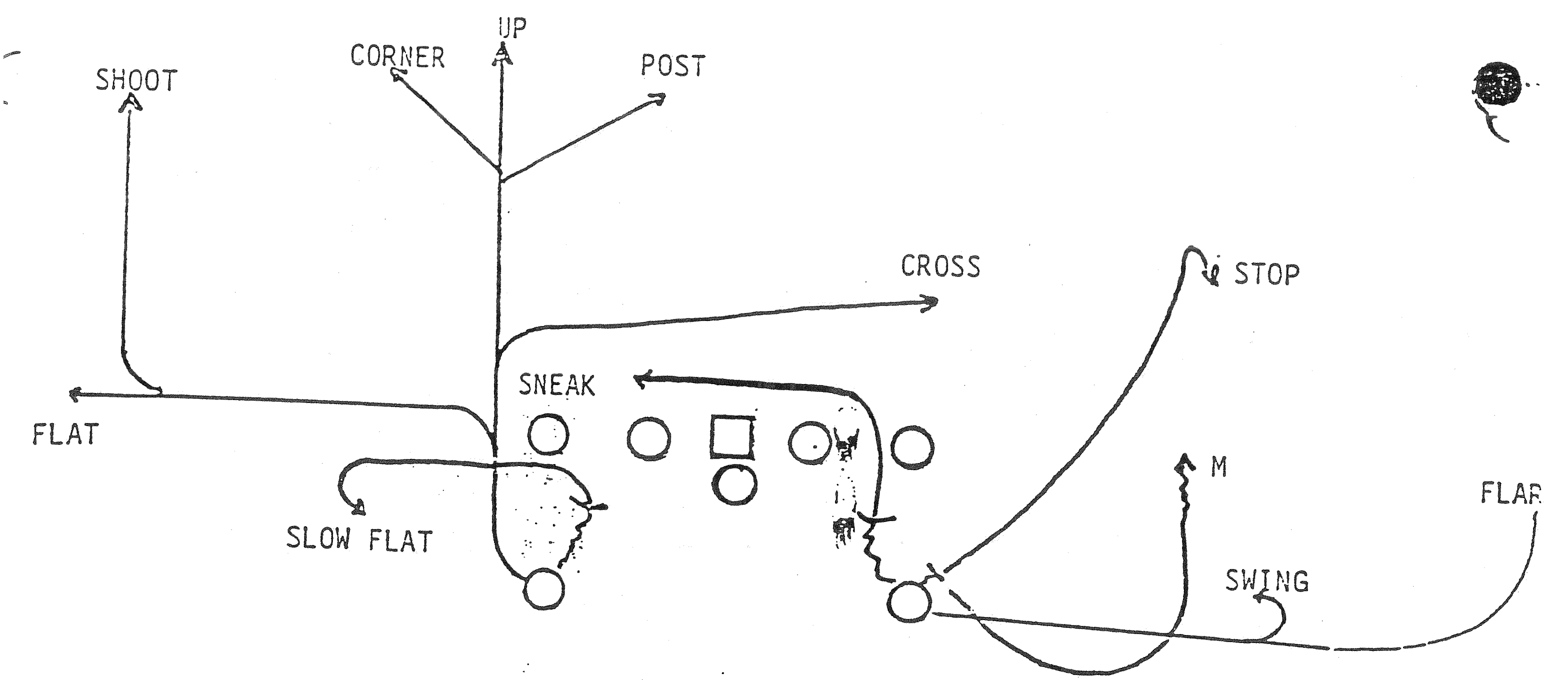


NEAR M LBKR
SAM BKR/RUN 3
ENDER GO AROUND



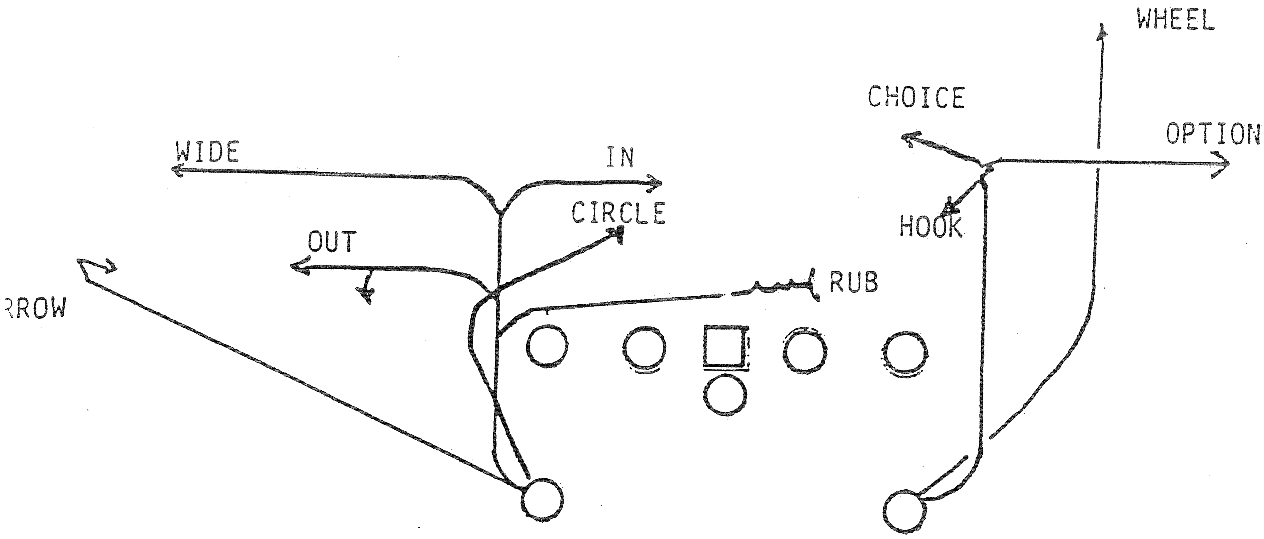
INDR

ROUTES FOR BACKS



1. FLARE — SPRINT PARALLEL TO THE L.O.S., TURN UPFIELD BETWEEN NUMBERS AND SIDELINE.
2. SWING — SPRINT PARALLEL TO THE L.O.S. TO JUST INSIDE THE NUMBERS, BE STATIONARY. ROSE/SALLY IS FREE RELEASE VS LBKR DOG YELL BLITZ.
3. STOP — RELEASE DIRECTLY TO A POINT 7 YDS DEEP ON THE NUMBERS. STOP AND TURN OUTSIDE. BE STATIONARY.
4. M — DELAY 1 COUNT, RELEASE AROUND END'S RUSH. AT 3-5 YDS, TURN UPFIELD. QUICK M - FREE RELEASE PARALLEL TO L.O.S. INSIDE WR ALIGNMENT.
5. THRU — DELAY 2 COUNTS. RELEASE THRU L.O.S. LOOKING INSIDE, AT 4-5 YDS SET DOWN.
6. SNEAK — DELAY 2 COUNTS. RELEASE THRU L.O.S. TO OPPOSITE SIDE AT 2-3 YDS DEEP.
7. CROSS — RELEASE OUTSIDE THE OT, BREAK ACROSS FIELD UNDER THE LBKR AT 2-3 YDS DEEP.
8. UP — RELEASE OUTSIDE THE OT DIRECTLY UPFIELD AND DEEP, LOOK TO THE INSIDE.
9. POST — RELEASE OUTSIDE THE OT DIRECTLY UPFIELD TO 8-10 YDS DEEP. READ COVERAGE
10. CORNER — RELEASE OUTSIDE THE OT DIRECTLY UPFIELD TO 10-12 YDS DEEP. READ COVERAGE (RELEASE INSIDE LB IF POSSIBLE).
11. FLAT — RELEASE DIRECTLY AT THE LBKR BREAK OUT AT THE L.O.S. SLOW FLAT - CHECK LBKR, DELAY 1 COUNT AND RELEASE. NO BALL - BE STATIONARY.
12. SLOW FLAT — CHECK LBKR. RELEASE UNDER DE. BE 5 YDS WIDE - STATIONARY.
13. SHOOT — RUN A FLAT - BALL NOT THROWN - [illegible] UP OUTSIDE THE NUMBERS

ROUTES FOR BACKS



1. ARROW — SPRINT DIRECTLY TO A POINT 3-4 YDS DEEP, 2-3 YDS FROM SIDELINE FROM FULL - END UP SAME SPOT
FROM MOTION (JET) - END UP SAME SPOT

2. OUT — BEST RELEASE. BREAK OUT AT 5 YDS - IF DEFENDER CROSSES YOUR FACE, SET DOWN. BE STATIONARY.

CIRCLE — BEST RELEASE. BREAK IN ACCORDING TO M BACKER AT 3-5 YDS DEEP - LOOK FOR BALL IMMEDIATELY. SPOT-STOP OVER BALL 8 YDS DEEP (UNCOVER)

4. WIDE — RELEASE OUTSIDE OT DIRECTLY UPFIELD, BREAK OUT AT 5-7 YDS DEEP.

5. IN — RELEASE OUTSIDE OT DIRECTLY UPFIELD, BREAK IN AT 5-7 YDS DEEP.

6. HOOK — RELEASE OUTSIDE THE OT DIRECTLY UPFIELD. HOOK AT 6-7 YDS DEEP OUTSIDE YOUR ORIGINAL ALIGNMENT.
QUICK HOOK - 2-3 YDS DEEP.

7. RUB — TELLS BACK TO PICK DEFENDER ON OTHER BACK.

8. OPTION — FREE RELEASE OUTSIDE THE OT. BREAK OUT AT 8-10 YDS DEEP - IF DEFENDER CROSSES YOUR FACE SET DOWN. BE STATIONARY.

9. CHOICE — RUN BASIC OPTION, IF LINEBACKER OVER PLAYS OPTION RUN ON IN.

10. WHEEL — SPRINT DIRECTLY TO A POINT 3 YD OUTSIDE TE - TURN UPFIELD AT L.O.S. LOOK OVER INSIDE SHOULDER.

RECEIVER BLITZ RULES

BLITZ RULES

THE RECEIVERS/QB MUST SIGHT ADJUST VS BLITZ.

2 BACK/1 BACK SETS

A. TWO RECEIVER SIDE

TE/FLANKER (Y-Z) RUN 12 PATTERN/19 VS BUMP (5 YD RULE)

1. TE EXCEPT ON SCAT 66 FLARE Y (TE) RUN POP-6

2. OPTION OH - TE VS BLITZ YOUR SIDE RUN 1

SLOT (X-Z) RUN 12 PATTERN/19 VS BUMP (5 YD RULE)

1. X EXCEPT ON SCAT 66 FLARE. X (SLOT) RUN POP-6

B. SINGLE RECEIVER SIDE

SE (X) RUN A 2 ROUTE/9 VS BUMP (5 YD RULE)

1. OPTION OH - TE VS BLITZ YOUR SIDE RUN 1

SLOT-TE (Y) RUN A 1 ROUTE

1. EXCEPT ON SCAT 363/PUMP 37"O" SHOOT

C. ALERT MAX

Z - NO ADJUST

SLOT - NO ADJUST EXCEPT WK BLITZ

X - NO ADJUST EXCEPT WK BLITZ

ALERT LO HI BLITZ

X - NO ADJUST EXCEPT WK BLITZ

Z - NO ADJUST EXCEPT ST BLITZ

SLOT _ NO ADJUST EXCEPT WK BLITZ

D. SHOT GUN

X VS WK BLITZ - RUN 3 ROUTE

Z VS ST BLITZ - RUN 9 ROUTE

Y VS WK BLITZ - RUN BLITZ 8 ROUTE

Y VS ST BLITZ - RUN 3 ROUTE

ALL UP - 989

DROP BACK PASSING GAME 1985 (NOT NKL)

QUICK (QB 3 STEP)

11 (PUMP
HITCH AGGRESSIVE
11 HITCH/HITCH 11
SCAT 12 POP
SCAT 212
HI/LO 212 (ARROW)

BASIC (5-7 STEP)

SCAT 368 SHOOT (PUMP 37"O")
RIP/LIZ 428 STOP
RIP/LIZ 565 STOP
SCAT 66 FLARE
OPT 768
RIP/LIZ 787 RICKY
RIP/LIZ 844 WIDE
RIP/LIZ 989 OUT

DELAYS

OPT 279 (FK)
(SCAT 972 FK
SCAT 972 F FLAT (FK)
SCAT 55

HI/LO

7 ARROW
616/617/618 ARROW

SPECIAL

SCAT 439 F IN/OUT/POST
SCAT 545 F SEAM
SCAT 432 FK DEL F CORNER

LEE RAY

X DELAY CORNER

RAM/LION

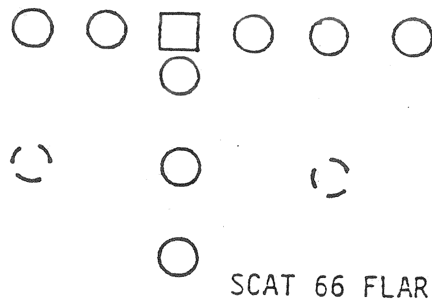
K 279 DEL CORNER
279 DELAY CORNER
97"O" F CORNER
3 WHEEL

PICKS

OPTION 29
OPTION 55
SCAT 972
RAM/LION DBL PICK FLARE

DROP BACK PASSES BY FORMATION/PROTECTION

REGULAR 2 BACK SET



11 HITCH
HITCH 11
SCAT 12 FLAT
LIZ 565 STOP
OPTION 768
LO/HI 7 ARROW
LIZ 428 STOP

SCAT 66 FLARE
RIP 844 WIDE
744/847
RIP 989 OUT

HITCH AGG
11 HITCH
212 F CROSS (SCAT)
LO (HI) 212
LO (HI) 212 ARROW

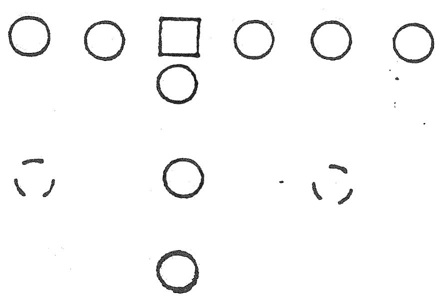
DELAYS

SCAT RT 972 DELAY/FAKE
OPTION 209 DELAY
LO (HI)(LEE/RAY) X DELAY CORNER/FAKE
SCAT 55 DELAY/FAKE

SPRINT

433
66

SLOT 2 BACK SET



11
11 HITCH
212 H CROSS (OPEN)
HI (LO) 212
LIZ 565 STOP
SCAT 66 FLARE
LIZ 844 WIDE
LIZ 989 OUT

SCAT 368 SHOOT
SCAT PUMP 37"O" SHOOT
RIP 744 WIDE
RIP 428 WIDE

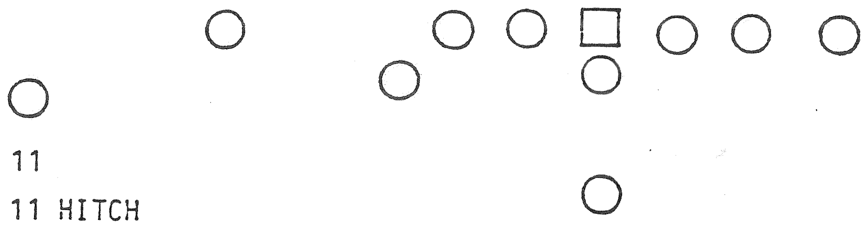
DELAYS

OPTION 072 DELAY/FAKE
SCAT 55 DELAY/FAKE
RAM (LION) 279 DLY CORNER

PICKS

OPTION PICK 29
SCAT PICK 972
OPTION PICK 55

ACE/SINGLE



11

11 HITCH

844 WIDE

LO (HI)(LEE RAY) 72 DLY H UP/X DLY CORNER

SCAT 368 SHOOT (JET)

RIP 744 WIDE

RIP 428 WIDE

989 OUT

SCAT PUMP 37"O" SHOOT

DELAYS

OPTION 072 DELAY/FAKE

SCAT 279 DELAY/FAKE

SCAT 55 DELAY/FAKE

PICKS

OPTION PICK 29

OPTION PICK 55/FAKE

SCAT 972 PICK

SPRINT 12

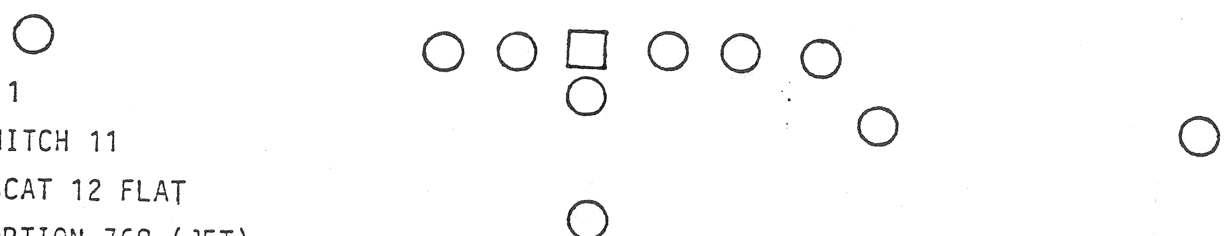
SPRINT 25

SPRINT PWR

433

66

TREY/TRIPS



11

HITCH 11

SCAT 12 FLAT

OPTION 768 (JET)

SPECIAL

SCAT 432 FK DLY F CORNER

SCAT 439 F IN/OUT/POST

SCAT 545 F SEAM

DELAYS

SCAT K 972 DELAY/FAKE

OPTION 209 DELAY/FAKE (JET)

SCAT K 55 DELAY/FAKE

565 STOP (LIZ)

844 WIDE (K)

LIZ 744 WIDE (K)

LIZ 428 WIDE (K)

LIZ 989 OUT (K)

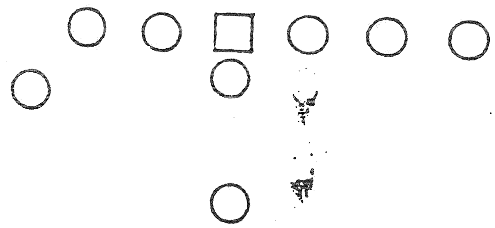
PICKS

SCAT PICK K 972

11 HITCH

HITCH AGG

DEUCE/DOUBLE



11 (DIG)

HITCH 11

SCAT 12 FLAT

565 STOP

LO (HI) 7 ARROW

LO (HI) 616/618/617 ARROW

DELAYS

SCAT 972 DELAY/FAKE

OPTION 209 DELAY

LO (HI)(LEE/RAY) X DELAY CORNER/FAKE

SCAT 55 DELAY/FAKE (DIG)

SCAT 66 FLARE (DIG)

RIP 844 WIDE (DIG LIZ)

744 WIDE (DIG)

989 OUT (DIG)

HITCH AGG

11 HITCH (DIG)

212 F CROSS (SC.

LO (HI) 212

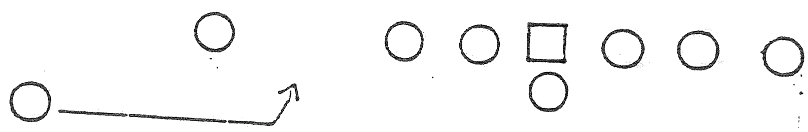
LO (HI) 212 ARR(
(MOT)

SPRINT

433 (DIG F FLAT;

66 (DIG F FLAT)

WHIP/DART



DIG SCAT 66 FLARE

OPTION 768

LO (HI) 7 ARROW

DIG 844 WIDE

DIG 744 WIDE

DIG 989 OUT LIZ

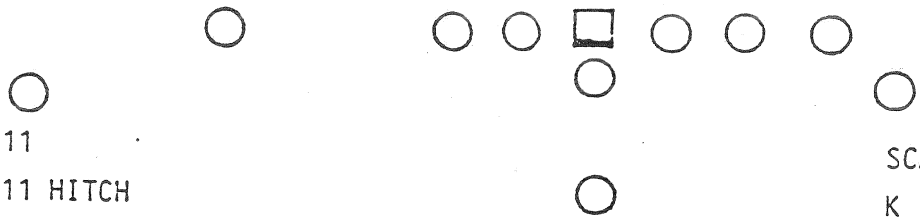
LO (HI) 616/618/617 ARROW

DELAYS

LO (HI)(LEE/RAY) X DELAY
CORNER/FAKE

LO (HI) 212 ARRC

TWINS/FLANK



11

11 HITCH

SCAT K 66 FLARE

LIZ K 844 WIDE

K 989 OUT LIZ

SCAT 368 SHOOT

K 744 WIDE

K 428 WIDE

SCAT PUMP 37"O" SHOOT

RAM (LION) 3 WHEEL

DELAYS

OPTION 072 DELAY/FAKE (JET)

SCAT 55 DELAY/FAKE (JET)

RAM (LION) F DELAY/FAKE

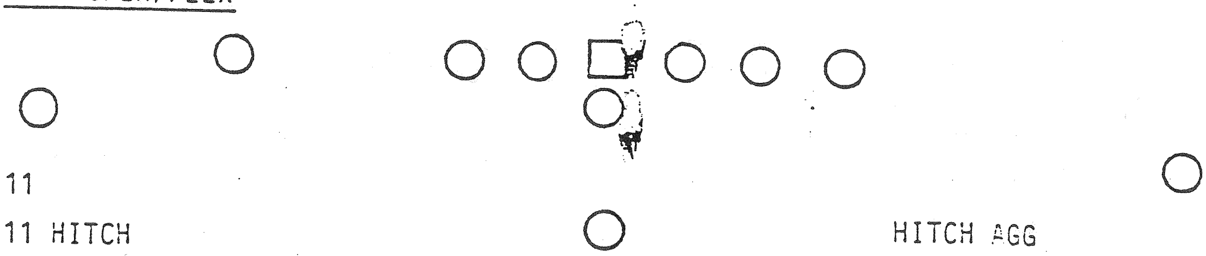
PICKS

OPTION PICK 029 (JET)

SCAT PICK 972

RAM (LION) DBL PICK FLARE (LO/HI)

TWIN OPEN/FLEX



11

11 HITCH

K 565 STOP

SCAT K 66 FLARE

LIZ K 844 WIDE

K 989 OUT LIZ

K 744 WIDE

K 428 WIDE

RAM (LION) K
968 F WIDE/
K 97"O" F CORNER

HITCH AGG

HITCH 11

SCAT K 212 F FLAT

DELAYS

SCAT K 972 DELAY/FAKE

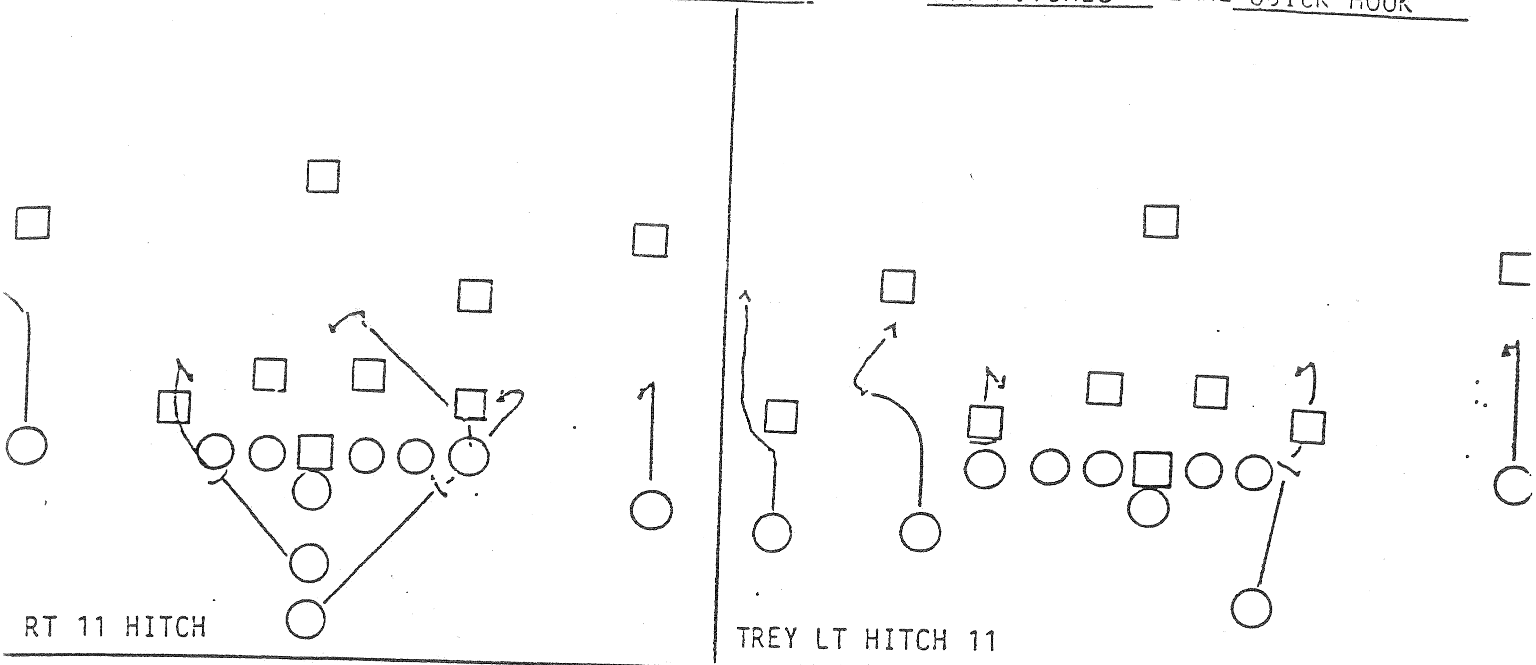
SCAT K 279 DELAY/FAKE F CORNER

SCAT K 55 DELAY/FAKE

PICKS

SCAT PICK K 972

QUICK ATTACK: PROTECTION POCKET-AGGRESSIVE PATTERN 11 HITCHES FLARE QUICK HOOK



S BLITZ -
S BLITZ -

ASIC COACHING POINTS

: HITCH 11 CALL. SPLIT ON THE # TO WIDE SIDE, OUTSIDE THE # ON SHORT SIDE.
11 HITCH CALL USE BASIC 11 RULES. SAME CLOUD/BUMP RULE AS 11.

BASIC 11 RULES. OPEN CALL USE X RULES.

LOT: BASIC 11 RULES.

: 11 HITCH CALL. SPLIT ON THE # TO WIDE SIDE, OUTSIDE THE # ON SHORT SIDE.
HITCH 11 CALL USE BASIC 11 RULES. SAME CLOUD/BUMP RULE AS 11.

REY-TRIPS FB: SHAKE

3: AGGRESSIVE PICK UP-QUICK HOOK 3 YDS DEEP.

3: AGGRESSIVE PICK UP-QUICK HOOK 3 YDS DEEP.

SAME AS 11.

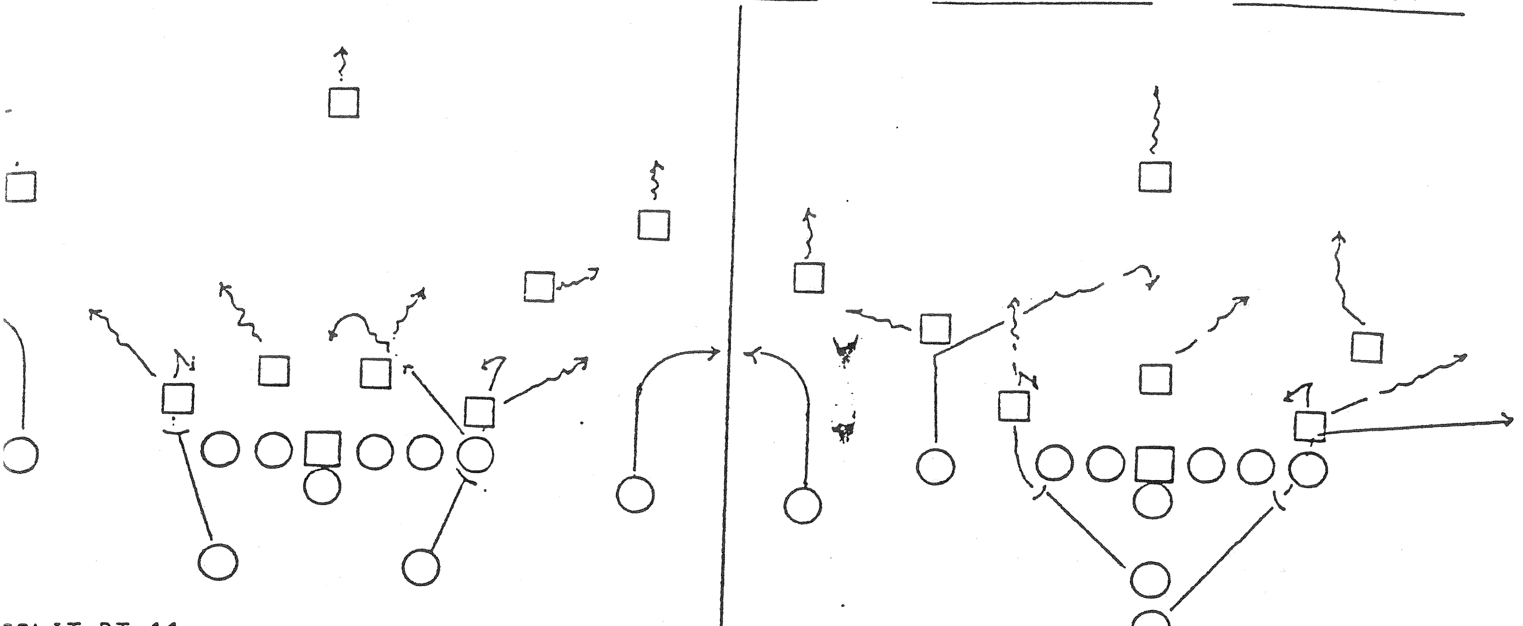
: 3 STEP DROP-PUT THE BALL ON THE OUTSIDE SHOULDER OF WR.

RIATION

PUMP CALL TELLS WR'S ON HITCH TO HITCH-GO. ONLY VS CORNER OFF.

: SAME AS 11

QUICK ATTACK: PROTECTION POCKET-AGGRESSIVE PATTERN 11 FLARE QUICK HOOK



SPLIT RT 11 | I RT SLOT 11

SS BLITZ -
VS BLITZ -

BASIC COACHING POINTS

X: SPLIT RULE 1. FADE VS CLOUD/QK GO VS BUMP. AFTER CATCH TURN UP THE S.L.

: SPLIT 1 1/2-2 YDS. POP RELEASE(PUNCH MAN OVER VS I CALL). NO BALL HOOK-UP. OPEN CALL: TE BECOMES WR. USE X RULES.

SLOT: P.S.L. COVER LOOK. SKY LOOK-2 AND LULL/SKY JAM-2 INSIDE RELEASE. CLOUD-LBKR ON-SHAKE RELEASE/CORNER-SAFETY UP POSSIBLE SHAKE.

: SPLIT RULE 1. FADE VS CLOUD/QK GO VS BUMP. AFTER CATCH TURN UP THE S.L.
TREY-TRIPS FB: SHAKE

B: AGGRESSIVE PICK UP-QUICK HOOK 3 YDS DEEP.

B: AGGRESSIVE PICK UP-QUICK HOOK 3 YDS DEEP.

: FB WEAK PIC UP. TB STRONG PIC UP.

B: 3 STEP DROP-PUT THE BALL IN FRONT OF WR. PUT BALL ON OUTLETS P.S.L. COVER LOOK-PICK A SIDE AND STICK. MUST HAVE THROWING LANE TO WR. NONE THERE WORK OUTLETS. ANTICIPATE ADJUSTMENTS TO COVERAGE. BE ALERT TO THE LBKR-CORNER-SAFETY ALIGNMENT TO EACH WR.
11 IS BASIC TO ALL FORMATIONS.

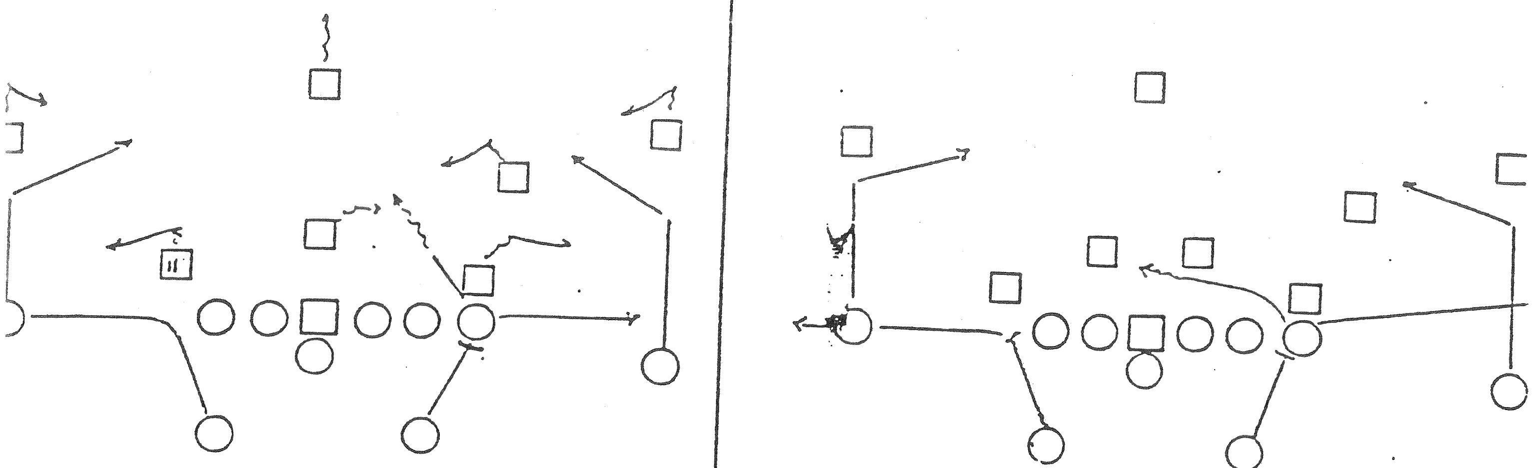
ARIATION

PUMP CALL TELLS WR'S TO RUN 1 AND GO. ONLY VS CORNER OFF.

3 BIG STEPS AND SET UP, PUMP WR. BE ALERT TO SAFETY.

DBP-

QUICK ATTACK: PROTECTION POCKET/SCAT AGGRESSIVE PATTERN 12 212 FLARE FLAT F CROSS



SPLIT RT SCAT LT 12 FLAT

SPLIT RT 212 F CROSS

S BLITZ -
S BLITZ -

ROTECTION ALERTS: SCAT VS 43/30

SIC COACHING POINTS

: 2 ROUTE. SPLIT ON THE # TO WIDE SIDE/OUTSIDE THE # SHORT SIDE.
VS CLOUD INSIDE RELEASE. VS BUMP 3 STEP OUTSIDE RELEASE-SLIP UNDER.

: 12 CALL-POP RELEASE. NO BALL HOOK UP. 212 CALL RELEASE OUTSIDE.
RUN WIDE 1 ROUTE. ALERT K CALL VS FLEX/TWIN OPEN VS 212 CALL.

LOT: 212 CALL Y RUN POP, X RUN INSIDE 1 ROUTE. SLOT OPEN: Y SAME AS X.

: 12 FLAT. SCAT CALL FREE RELEASE RUN FLAT ROUTE. 212 F CROSS: SAME

: 12 FLAT. AGGRESSIVE PIC UP-FLAT ROUTE. 212 F CROSS: AGGRESSIVE.
PICK UP RUN A CROSS. VS SCAT CALL FREE RELEASE.

B: 3 BIG STEPS-PUT THE BALL IN FRONT OF RECEIVERS/BACKS ON ROUTES.
SCAT 12 FLAT-WORK X-HB TO Y-FB AS OUTLETS.
212 F CROSS-WORK Y-Z TO FB-HB AS OUTLETS.
P.S.L. COVER LOOK FOR WR ADJUSTMENTS TO CLOUD/BUMP.
MUST HAVE THROWING LANE TO WR'S, NONE THERE WORK FLAT AREA TO OUTLETS
VS 12/WORK Y TO OUTLETS VS 212.

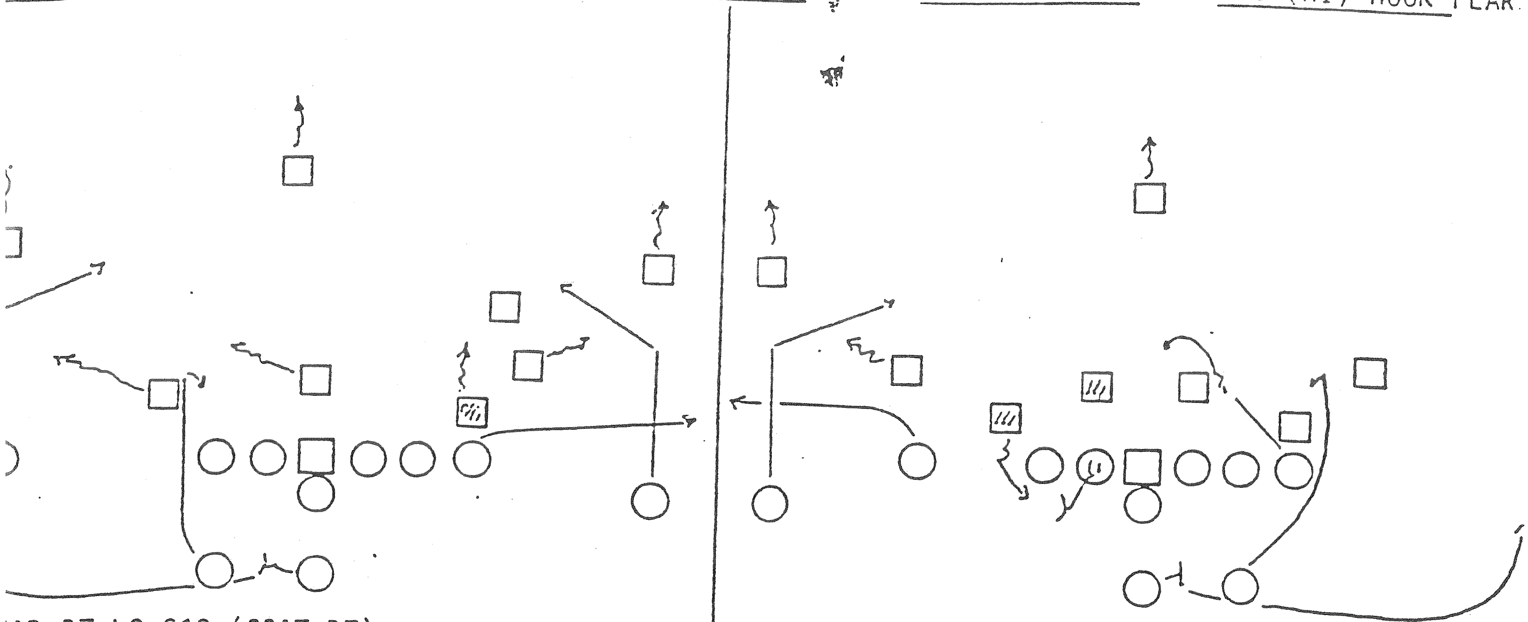
ARIATION

212 PUMP-TELLS Y TO RUN 1 AND GO.

QB PUMP WR. WORK Y TO OUTLETS.

LO HI 3 DIGIT

QUICK ATTACK: PROTECTION AGGRESSIVE PATTERN 212 FLARE LO (HI) HOOK FLAR



AR RT LO 212 (SCAT RT) NEAR RT SLOT HI 212 (SCAT LT)

ROTECTION ALERTS: LO HI 3 DIGIT IS SCAT/212 IS AGGRESSIVE
SCAT STRONG VS 30/43

S BLITZ: RECEIVERS NO ADJUST.
S BLITZ: RECEIVERS NO ADJUST.

ASIC COACHING POINTS

. 2 ROUTE. SPLIT ON THE # TO WIDE SIDE/OUTSIDE THE # SHORT SIDE.
VS CLOUD INSIDE RELEASE. VS BUMP 3 STEP OUTSIDE RELEASE-SLIP UNDER.

: 212 CALL. RELEASE OUTSDIE, RUN INSIDE 1 ROUTE.

LOT: 212 CALL Y RUN POP, X RUN INSIDE 1 ROUTE. SLOT OPEN. Y SAME AS X.

: LO HI CALL FREE RELEASE-QUICK HOOK AT 3 YDS.

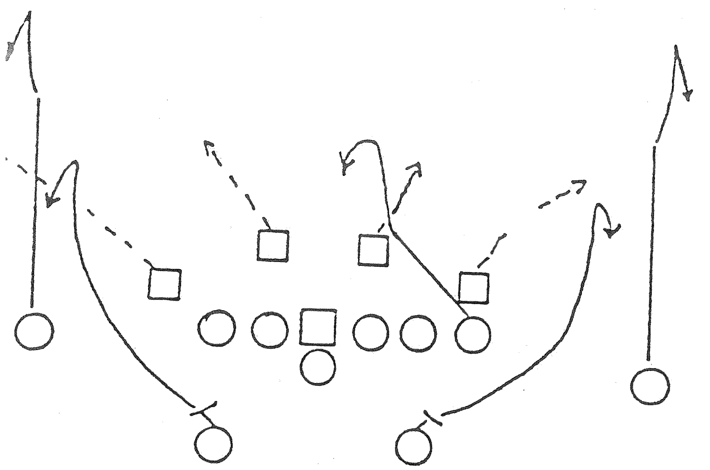
: LO HI CALL CHECK LBKR-FLARE. C.P. AGGRESSIVE VS DOG.

3: 3 BIG STEPS-PUT BALL IN FRONT OF RECEIVERS/FLARE
WORK Z-Y TO HB-FB AS OUTLETS.
P.S.L. COVER LOOK FOR WR ADJUSTMENTS TO CLOUD/BUMP.
MUST HAVE THROWING LANE TO Z. NONE THERE WORK Y TO OUTLETS.

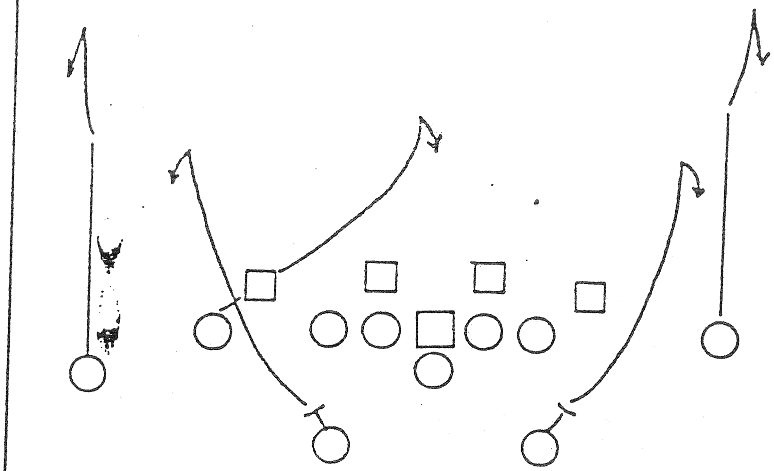
ARIATION

ALERT SLOT FORMATION. HI LO IS TOWARD THE TE.

BALL CONTROL ATTACK: PROTECTION POCKET PATTERN 565 FLARE STOP



SPLIT RT LIZ 565 STOP



OPEN LT RIP 565 STOP

PROTECTION ALERTS: USE LIZ RIP VS 30

SS BLITZ:
WS BLITZ:

BASIC COACHING POINTS:

BASICALLY A WEAK SIDE READ OR AWAY FROM COVERAGE.

X: 5 ROUTE (15-20 YDS DEEP). SPLIT 5 RULE. 5 ROUTE VS BUMP/CLOUD RELEASE OUTSIDE.

Y: INSIDE 6 ROUTE. SPLIT 2 YDS. POP RELEASE INSIDE HOOK OVER THE BALL AT 12 YDS, BE STATIONARY. ALERT TO UNCOVER WHEN QB LOOKS TO YOU. READ-BREAK BY GAME PLAN.

Z: SAME AS X.

H: CHECK LBKR-STOP AT 6-7 YDS.

F: CHECK LBKR-STOP AT 6-7 YDS.

QB: 7 STEPS-PUT BALL IN FRONT TO WR. PUT BALL ON Y/SLOT-BACKS, P.S.L. COVER LOOK. BOTH WR UNCOVERED WORK WEAK. KEY THE UNDERNEATH COVERAGE FOR X-H-Y. X COVERED WORK STRONG, KEY SS FOR Z-FB-Y. BOTH WR'S COVERED WORK WEAK.

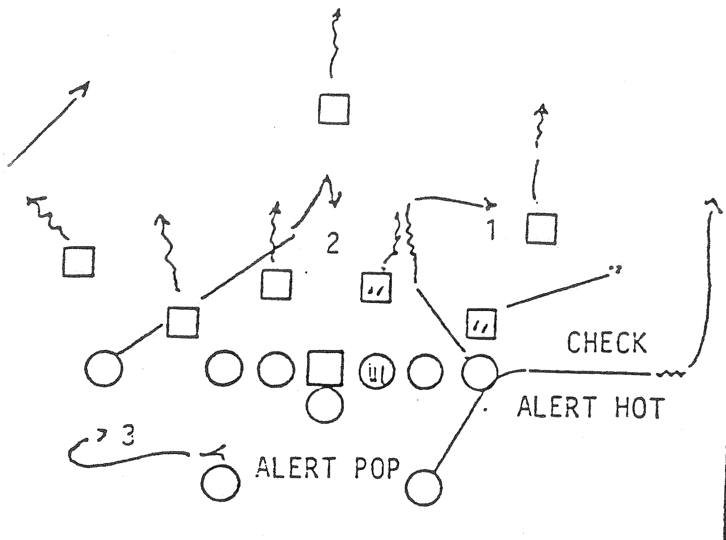
FORMATION ALERT:

VARIATION

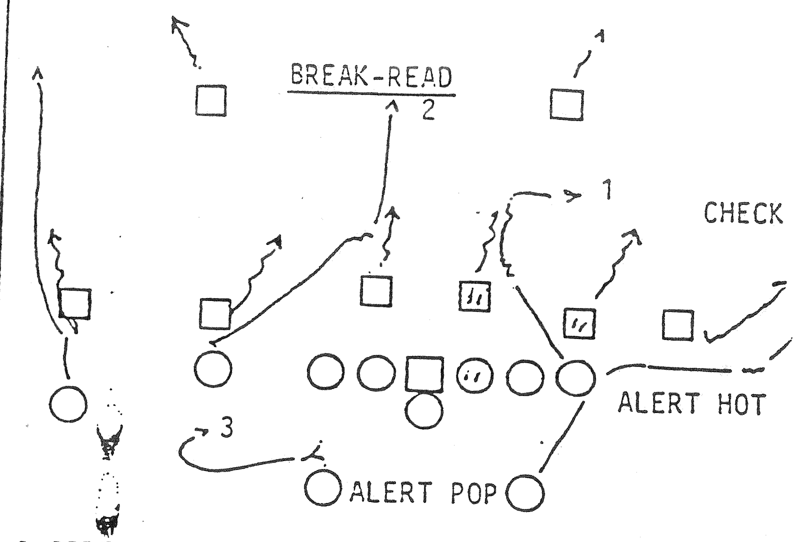
READ-BREAK RULE FOR Y/SLOT VS COVER 6. WORK Y/SLOT TO FB-HB.

DBP

BALL CONTROL ATTACK: PROTECTION SCAT PATTERN 368 FLARE SHOOT (FLAT)(HIT



SPLIT RT SLOT SCAT RT 368 SHOOT



INSIDE 6 BREAK-REAK AUTOMATIC VS 6

PROTECTION ALERT: SCAT VS 30/43

SS BLITZ:
WS BLITZ:

BASIC COACHING POINTS

Z: BASIC 8 AT 12 YDS. SPLIT OUTSIDE THE #. RELEASE OUTSIDE VS BUMP/CLOUD.

X IN SLOT: INSIDE 6. SPLIT 6 YDS. RELEASE INSIDE HOOK OVER THE BALL AT 12 YDS. BE STATIONARY - UNCOVER WHEN QB LOOKS TO YOU. AUTOMATIC BREAK-READ VS 6. SAME FOR TE IN SLOT 2 TGT.

Y (TE): INSIDE 3. SPLIT 2-2 1/2 YDS. POP RELEASE INSIDE AND COLLISION NEAR M BKR. DO NOT HURRY! BREAK OUT (LOSE GROUND) IN THE AREA 7 TO 12 YDS DEEP. ALERT TO ADJUST TO MAN UNDER/SAFETY COVERAGE.

S.B.: SCAT CALL-FREE RELEASE. RUN SHOOT, MUST CHECK QB ON FLAT THEN SHOOT.

W.B.: CHECK LBKR-SWING.

QB: 5 STEPS. BALL IN FRONT ON FLAT, ANTICIPATE BREAK ON INSIDE 3-TOUCH ON BALL. P.S.L. COVER LOOK. LBKR ON SLOT/DBS UP ON SLOT ALERT 6/3. CHECK S.B. ON FLAT PART OF SHOOT. WORK INSIDE 3 TO SLOT-WB OUTLETS. COVER 6/3 ZONE LOOK CHECK SHOOT WORK INSIDE 3 ALERT BREAK-READ.

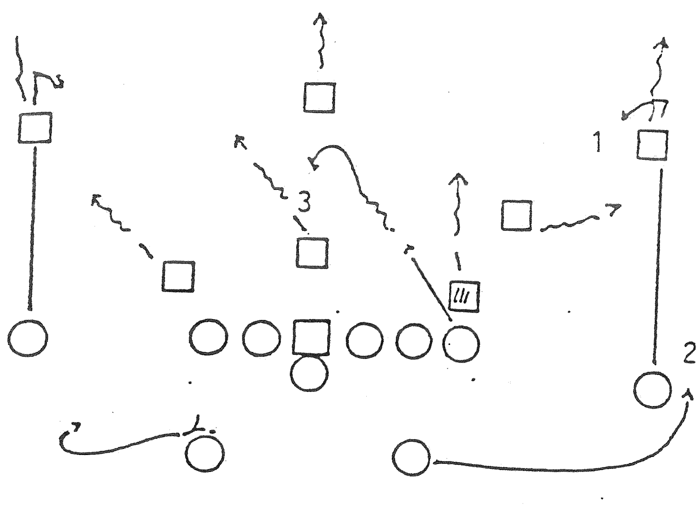
FORMATION ALERT: K CALL 968/368/168

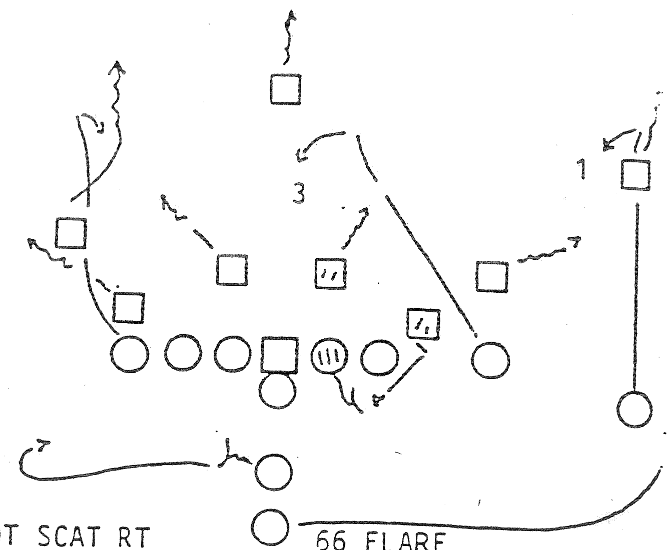
VARIATION

368 FLAT/368 HITCH

DBF-

BALL CONTROL ATTACK: PROTECTION SCAT PATTERN 66 FLARE FLARE





PROTECTION ALERTS: SCAT VS 30/43. POSSIBLE POCKET VS 43. 866 FLARE IS POCKET 43/30.

SS BLITZ:
WS BLITZ:

BASIC COACHING POINTS

. BASIC 6 ROUTE AT 12 YDS. SPLIT OUTSIDE THE #. BENCH VS CLOUD/BUMP.

': INSIDE 6 ROUTE. SPLIT 2 YDS. POP RELEASE INSIDE WALL NEAR M BKR. HOOK OVER THE BALL AT 12 YDS. BE STATIONARY. ALERT TO UNCOVER WHEN QB LOOKS TO YOU. READ-BREAK BY GAME PLAN. VS SLOT OUTSIDE RELEASE, HOOK OUTSIDE YOUR ORIGINAL POSITION.

LOT: INSIDE 6 ROUTE. SPLIT 6 TDS. RELEASE INSIDE HOOK OVER THE BALL AT 12 YDS. ADJUST LIKE Y.

LOT OPEN: Y SAME AS X.

: BASIC 6 ROUTE AT 12 YDS. SAME SLPIT RULE AS X. VS CLOUD INSIDE RELEASE AND HOOK. VS BUMP USE BEST RELEASE, BREAK TO INSIDE.

B: SCAT CALL-FREE RELEASE FLARE. NO SCAT CHECK LBKR-FLARE.

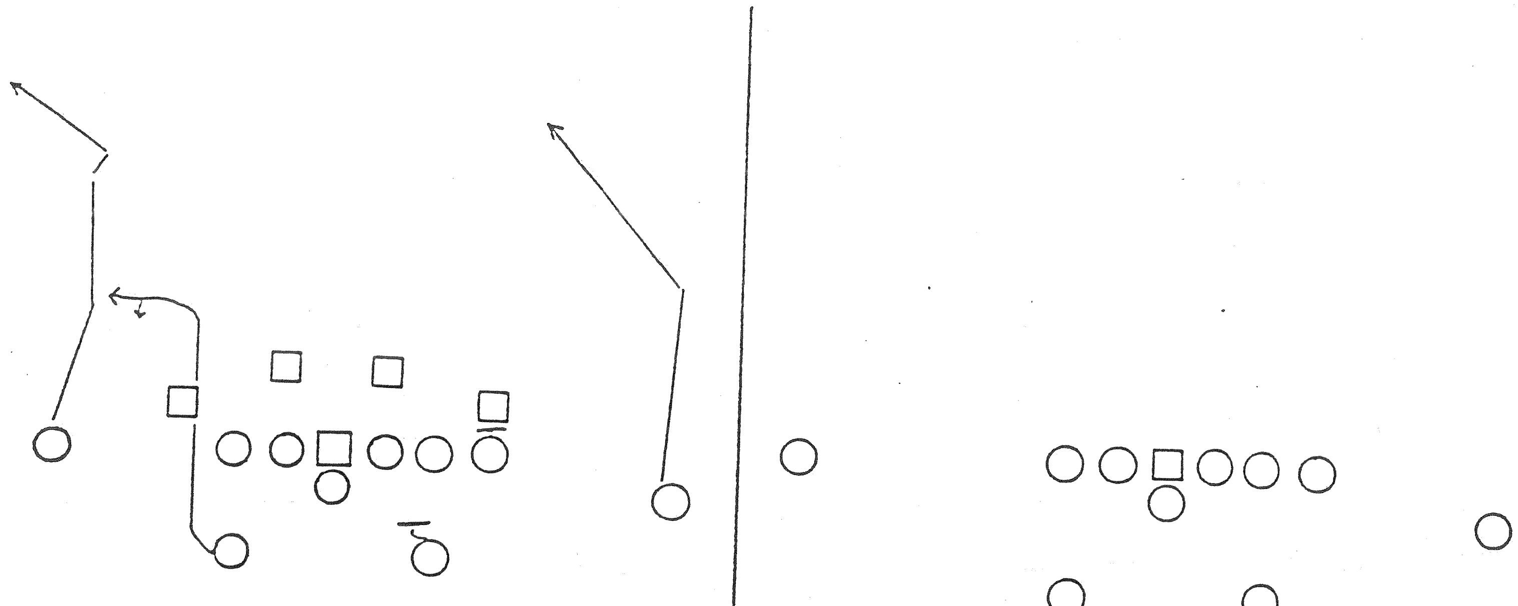
B: CHECK LBKR-SWING. NO SCAT CHECK LBKR-FLARE.

B: 5 BIG STEPS-HITCH. SHOULDER TO SHOULDER THROW TO HOOK, OUT IN FRONT TO FLARE. P.S.L. COVER LOOK. ANTICIPATE WR ADJUSTMENTS. WORK STRONG, Z-SB FLARE (BEAT THE SHORT DEFENDER) Y-WB OUTLETS. MUST ANTICIPATE THROWING LANE TO Z6. ALERT VS BUMP. POSSIBLE MLB KEY VS 43. WORK X OR Z AS #1. USE POCKET 66 FLARE CALL.

RMATION ALERT: DIG/K CALLS

RIATION: 866 FLARE (POCKET) X UNCOVERED WS MIDDLE. WORK X-Y-WB

BALL CONTROL ATTACK: PROTECTION OPTION PATTERN 708 FLARE OPTION



SPLIT RT OPTION LT 708

PROTECTION ALERT: O CALL VS 30/43 TELLS TE TO CHECK MAN OVER

SS BLITZ:
WS BLITZ:

BASIC COACHING POINTS:

X: 7 ROUTE. SPLIT 7 RULE. VS CLOUD RELEASE INSIDE. VS BUMP BEST RELEASE.

Y: CHECK MAN OVER.

Z: BASIC 8 ROUTE.

H: FREE RELEASE-OPTION ROUTE AT 6-7 YDS DEEP. POSITION YOURSELF BEFORE THE SNAP TO GET CLEAN RELEASE.

F: CHECK MIDDLE LBRK.

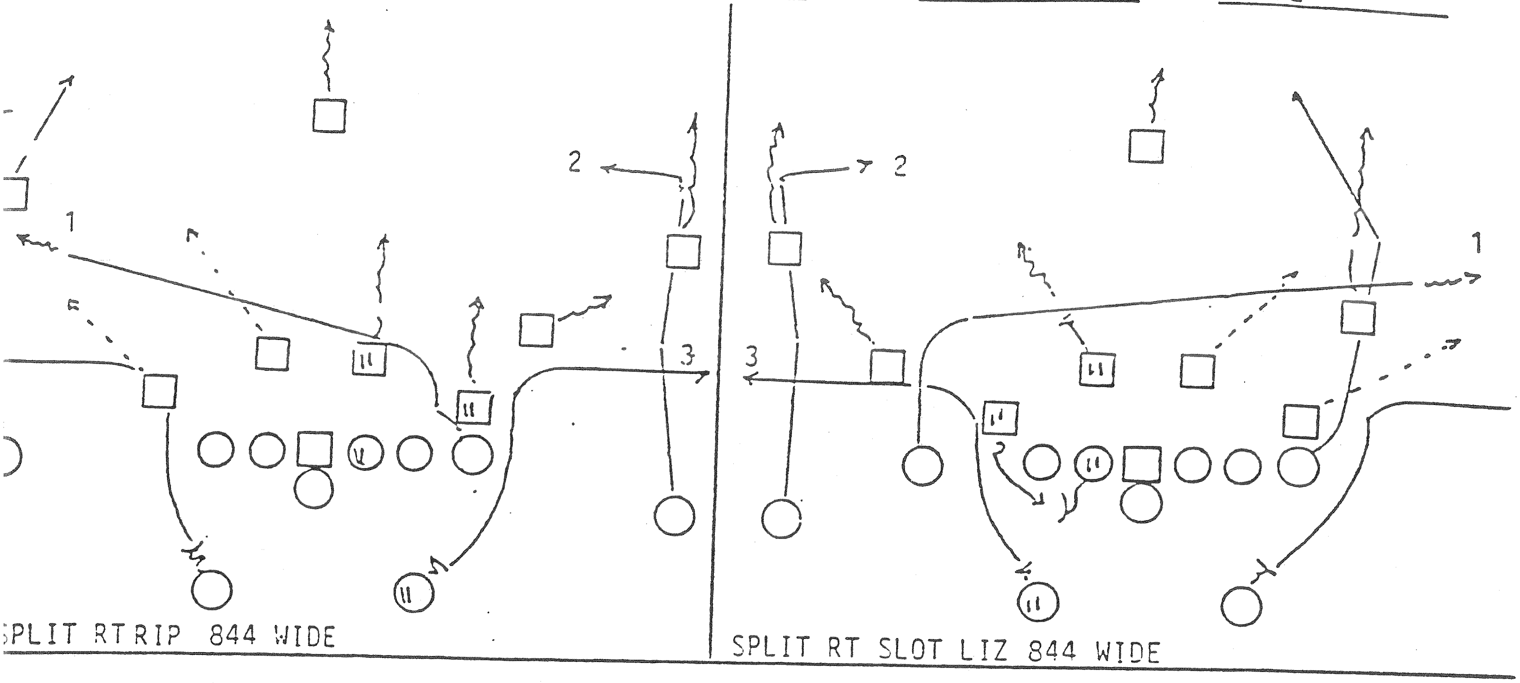
QB: 7 STEPS. BALL IN FRONT ON 7 ROUTES BACK ON OPTION UNLESS BACK STOPS. THEN PUT BALL ON HIS #'S.
P.S.L. COVER LOOK. RECEIVERS COVERED/UNCOVERED. KEY DEFENDER IN SHORT ZONE FOR WR/BACK, MUST HAVE THROWING LANE. BE ALERT TO OPTION ROUTE ADJUSTMENTS. BASIC 7 OH 8 WORK X-HB.

FORMATION ALERTS:

VARIATIONS

DBP

DOWNFIELD ATTACK: PROTECTION POCKET PATTERN 844 FLARE WIDE



PROTECTION ALERTS: USE RIP LIZ VS 30.

S BLITZ:
S BLITZ:

ASIC COACHING POINTS

: 8 ROUTE. SPLIT OUTSIDE THE # . VS CLOUD/BUMP RELEASE OUTSIDE.

: INSIDE 4 ROUTE. SPLIT 2-2 1/2 YDS. POP RELEASE INSIDE. AVOID LBKR'S RUN FLAT 4 TO FAR SIDE AT 12 YDS DEEP. SLOT: RELEASE OUTSIDE RUN 8 ROUTE.

LOT: INSIDE 4 ROUTE. SPLIT 6 YDS. SAME AS Y.

: 4 ROUTE AT 20 YDS. SPLIT OUTSIDE THE # . VS CLOUD RELEASE INSIDE. VS BUMP BEST RELEASE BREAK INSIDE FLAT-KEEP GOING.

: CHECK LBKR-WIDE. KEEP GOING TO S.L. ALERT LIZ RIP.

: CHECK LBKR-WIDE. KEEP GOING TO S.L. ALERT RIP LIZ.

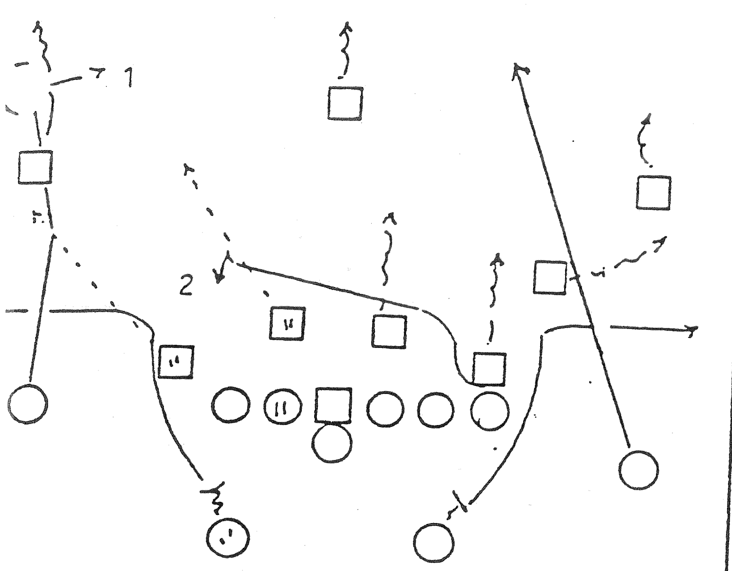
: 7 STEP DROP (5 STEP-8 ROUTE). ANTICIPATE AND THROW TO HOLES IN ZONE. LEAD RECEIVER VS MAN.
P.S.L. COVER LOOK. COVERED/UNCOVERED AND SAFETY LOOK
BASIC: CHECK INSIDE 4 WORK Z-SB.
X-8: CHECK X WORK Y-WB.

RMATION ALERTS: DIG/K CALLS

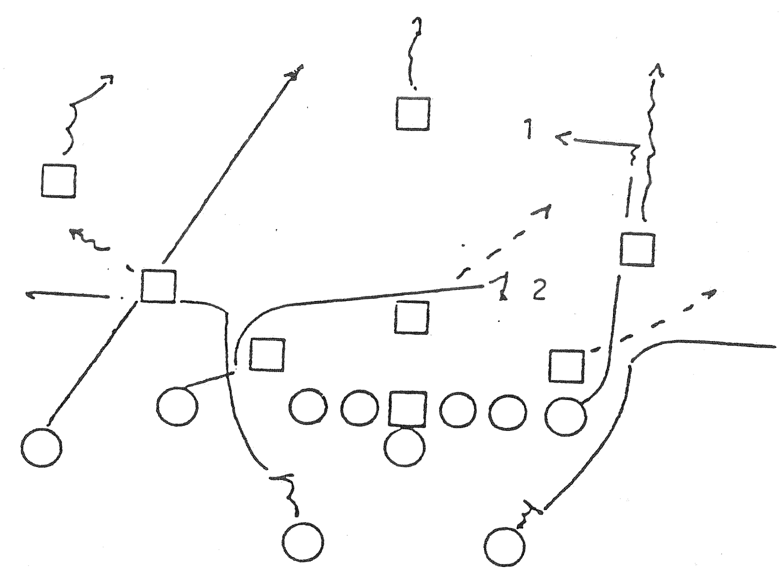
RIATIONS

847/744

DOWNFIELD ATTACK: PROTECTION POCKET PATTERN 428 FLARE WIDE



SPLIT RT LIZ 428 WIDE



SPLIT RT SLOT 428 WIDE

PROTECTION ALERT: USE LIZ RIP VS 30

SS BLITZ:
WS BLITZ:

BASIC COACHING POINTS

X: 4 ROUTE AT 20 YDS. SPLIT OUTSIDE THE #. VS CLOUD RELEASE INSIDE. VS BUMP BEST RELEASE BREAK INSIDE. KEEP GOING.

Y: INSIDE 2 ROUTE 6-7 YDS OVER THE OFF TACKLE. POP RELEASE INSIDE.
SLOT: OUTSIDE RELEASE 4 ROUTE 15-17 YDS.

SLOT: INSIDE 2 ROUTE. SAME AS Y.

Z: CL. 8 ROUTE, GET DEEP DOWN THE MIDDLE FAST! SPLIT INSIDE THE #. VS CLOUD RELEASE INSIDE. VS BUMP BEST RELEASE.

H: CHECK LBKR - WIDE. KEEP GOING TO S.L., ALERT LIZ RIP.

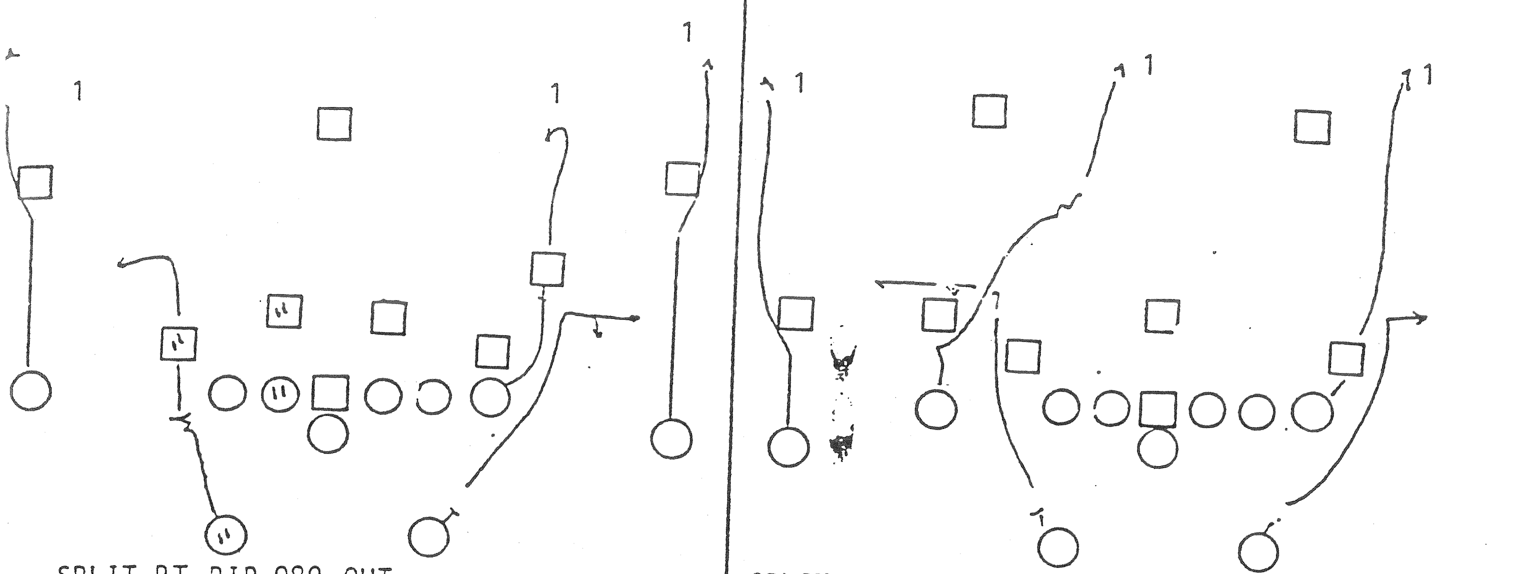
F: CHECK LBKR - WIDE. KEEP GOING TO S.L., ALERT LIZ RIP.

QB: 7 STEP DROP. ANTICIPATE AND THROW TO HOLE IN ZONE.
P.S.L. COVER LOOK, BE AWARE OF WK SAFETY. CHECK Z-8, WORK X TO Y.
BACK ON WIDE IS OUTLET. KEY THE NEAR M BKR FOR 4 OR 2.

FORMATION ALERT:

VARIATION

DOWNFIELD ATTACK: PROTECTION POCKET PATTERN 989 FLARE OUT



SPLIT RT RIP 989 OUT

SPLIT RT SLOT 989 OUT

PROTECTION ALERT: USE LIZ RIP VS 30

SS BLITZ:
WS BLITZ:

BASIC COACHING POINTS

X: 9 ROUTE. GET DEEP FAST! SPLIT 9 RULE WHEN SINGLE RECEIVER SIDE VS CLOUD/ BUMP BEST RELEASE. MUST NOT BE HELD UP. MUST CATCH BALL DOWNFIELD OUTSIDE ORIGINAL ALIGNMENT.

Z: 9 ROUTE. GET DEEP FAST! SPLIT WIDER THAN 9 RULE WHEN TWO RECEIVER SIDE. SAME ADJUSTMENTS AS X.

Y: INSIDE 8 ROUTE. SPLIT 2-3 YDS. RELEASE OUTSIDE KEY THE SAFETY FOR ROUTE ADJUSTMENTS. BE DECISIVE! SLOT: OUTSIDE RELEASE, 9 ROUTE.

SLOT: SAME AS Y. SPLIT 6 YDS.

H: CHECK LBKR - ALERT LIZ RIP.

F: CHECK LBKR - ALERT LIZ RIP.

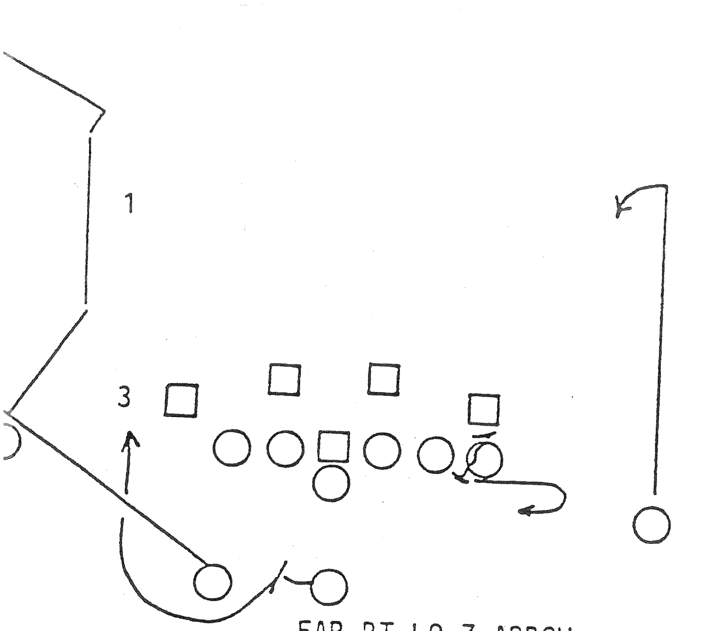
QB: 7 STEPS VS INSIDE 8. 5 STEPS VS 9/PUMP
P.S.L. COVER LOOK. IF COVER CAN BE DETERMINED BEFORE THE SNAP THE QB CAN FOCUS ON A SINGLE RECEIVER. IF COVERAGE LOOK NOT DISTINCT WORK INSIDE 8. OUTLETS ARE CROSS-SNEAK.

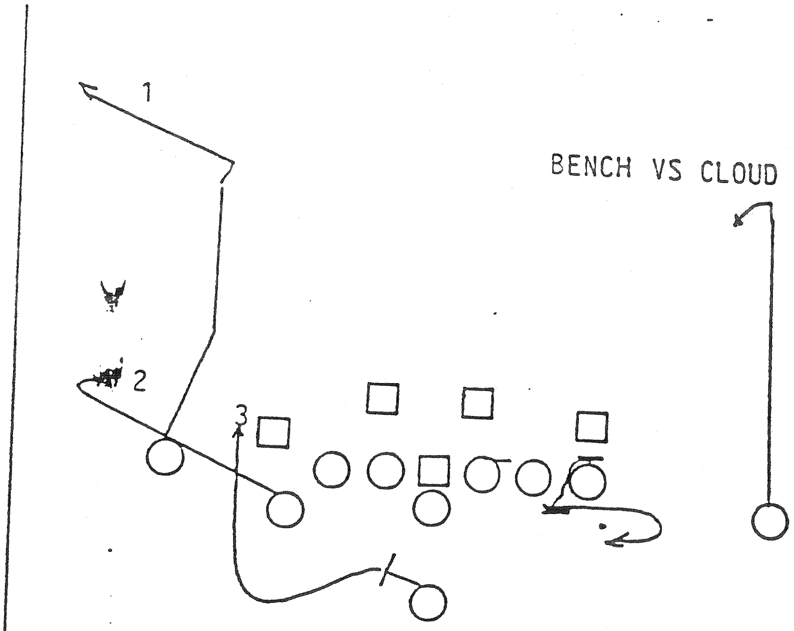
FORMATION ALERTS:

VARIATION

PUMP VS COVER 6 TO CONTROL THE SAFETY ON THE TWO RECEIVER SIDE.

DOWNFIELD ATTACK: PROTECTION LO (HI) PATTERN 7 FLARE ARROW





PROTECTION ALERT: USE LIZ RIP VS 30

SS BLITZ:
WS BLITZ:

BASIC COACHING POINTS:

X: 7 ROUTE. SPLIT OUTSIDE THE # OR BY GAME PLAN. 7 ROUTE VS CLOUD RELEASE INSIDE. VS BUMP BEST RELEASE.

Y: CHECK LBKR-SWING. SPLIT 1 FOOT. ALERT STAY/AXE.

Z: DEEP 6 ROUTE 12-17 YDS. SPLIT OUTSIDE THE #. VS CLOUD/BUMP: BENCH 6

WB: FREE RELEASE-ARROW. GET WIDTH FAST. ALERT MOTION/JET CALL.

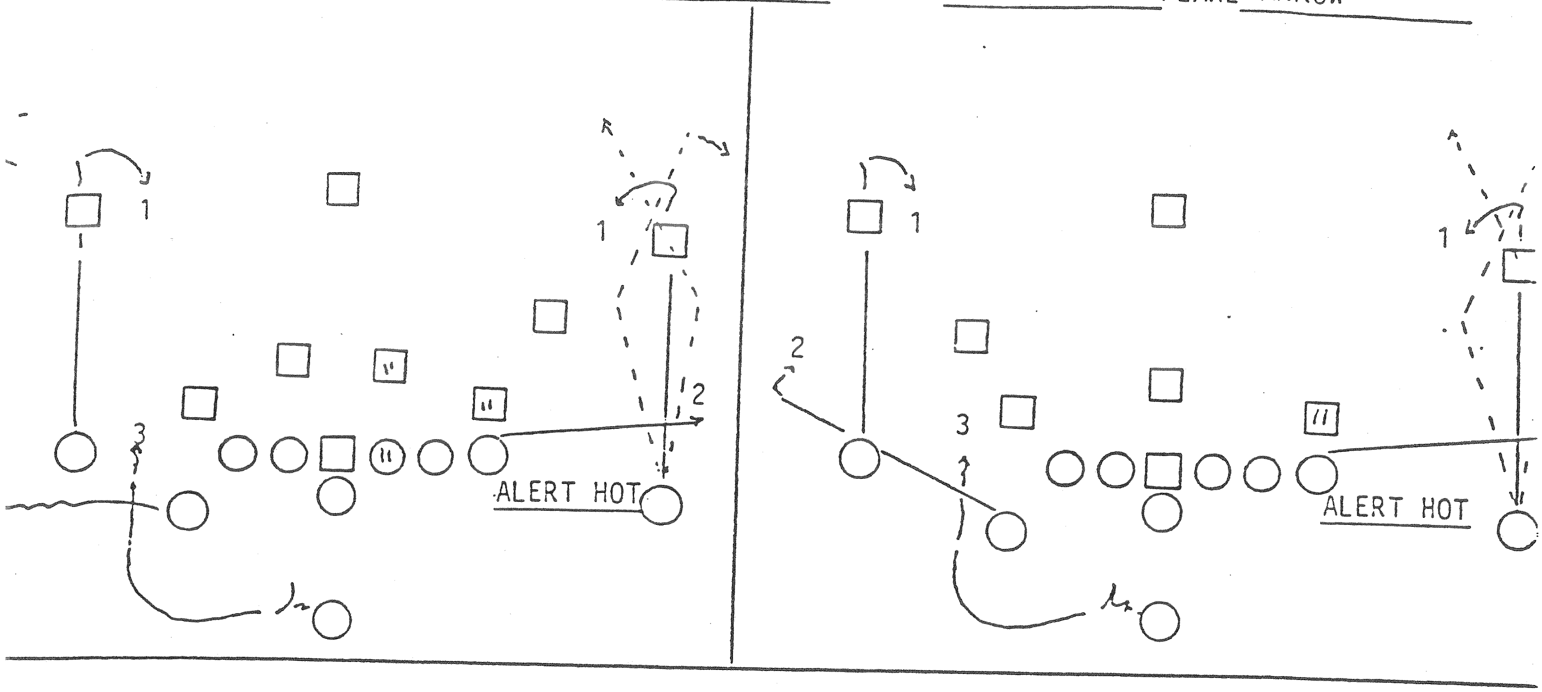
SB: CHECK LBKR-M. AVOID DE RUSH. ALERT MOTION/JET CALL.

QB: 7 STEPS.
P.S.L. COVER LOOK. WHERE ARE THE SAFETIES? WHO MOVES WITH MOTION - LBKR/DB? WORK X-ARROW COMBINATION.

FORMATION ALERT: DEUCE/WHIP

VARIATION

DOWNFIELD ATTACK: PROTECTION LO HI 3 DIGIT PATTERN 616 617 618 FLARE ARROW



PROTECTION ALERT: SCAT STRONG VS 30/43

SS BLITZ:
WS BLITZ:

BASIC COACHING POINTS

X: DEEP 6 AT 12-17 YDS (NO READ). SPLIT OUTSIDE THE # OR BY GAME PLAN. VS CLOUD INSIDE RELEASE. VS BUMP BEST RELEASE BREAK INSIDE. VS WS BLITZ, POST.

Y: FREE RELEASE - INSIDE 1 ROUTE. HOT, NO BALL QUICK - ARROW TECHNIQUE.

Z: RUN ROUTE CALLED: 616-DEEP 6. SAME SPLIT/ADJUST RULES LIKE X. 617-7 ROUTE. SPLIT RULE 3. VS CLOUD RELEASE INSIDE. VS BUMP BEST RELEASE. 618-8 ROUTE. SPLIT OUTSIDE THE #. VS CLOUD INSIDE OUTSIDE. VS BUMP RUN QUICK GO.

WB: FREE RELEASE-ARROW. GET WIDTH FAST, ALERT MOTION/JET CALL.

SB: CHECK LBKR-M. AVOID DE RUSH, ALERT MOTION/JET CALL.

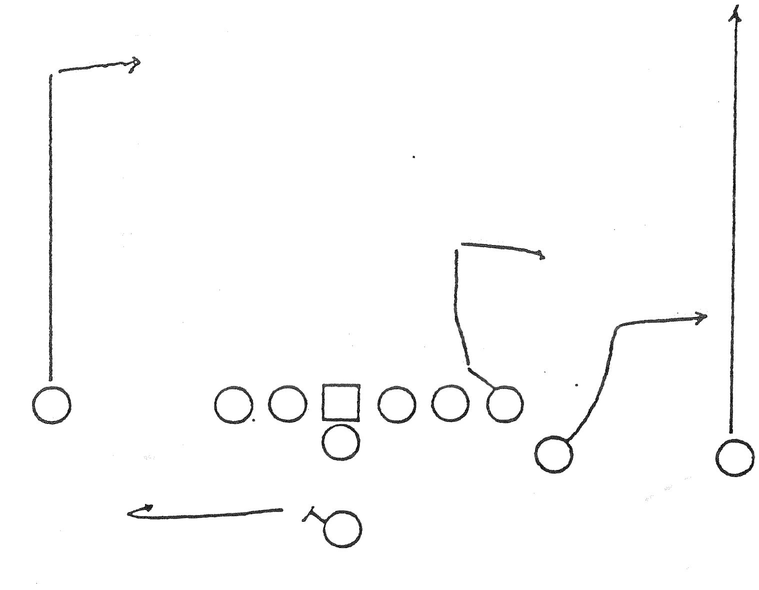
QB: 7 STEPS
P.S.L. COVER LOOK. WHERE IS SS? WORK SIDE AWAY FROM COVERAGE. WK SIDE: X TO ARROW. ST SIDE Z-Y TO M. MUST BE AWARE OF Y HOT VS SCAT.

FORMATION ALERT: DEUCE/WHIP-DOUBLE/DART

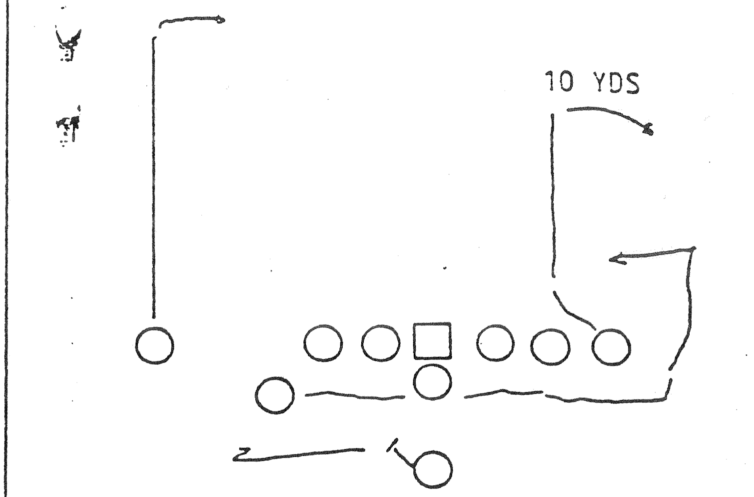
VARIATION

619 ARROW

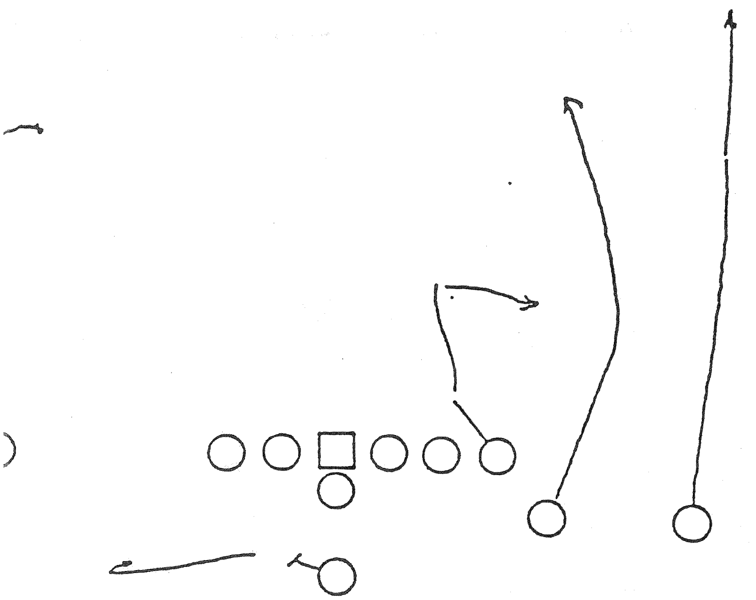
SPECIAL PASSES



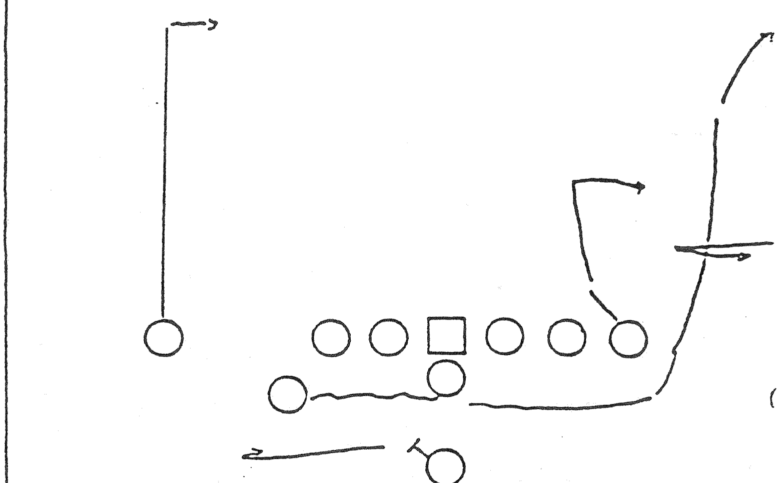
TREY RT SCAT RT 439 F OUT



JET TREY RT SCAT RT 439 F IN

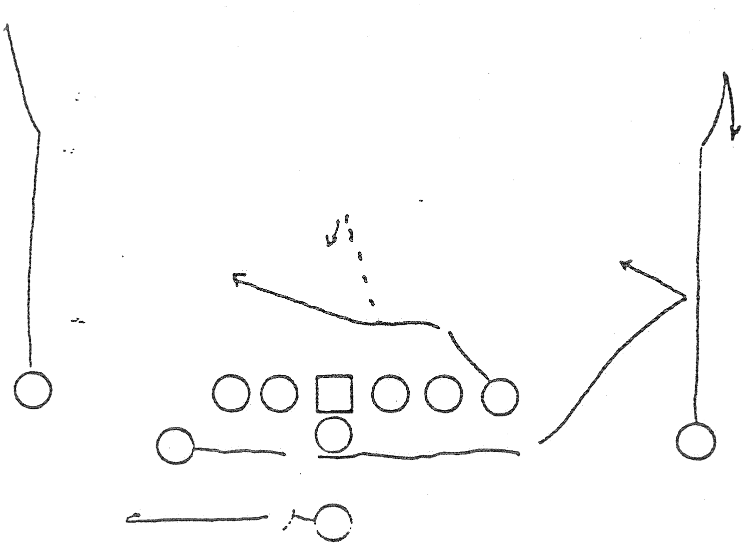


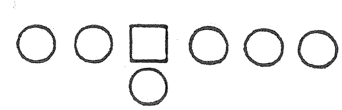
TREY RT SCAT RT 439 F POST



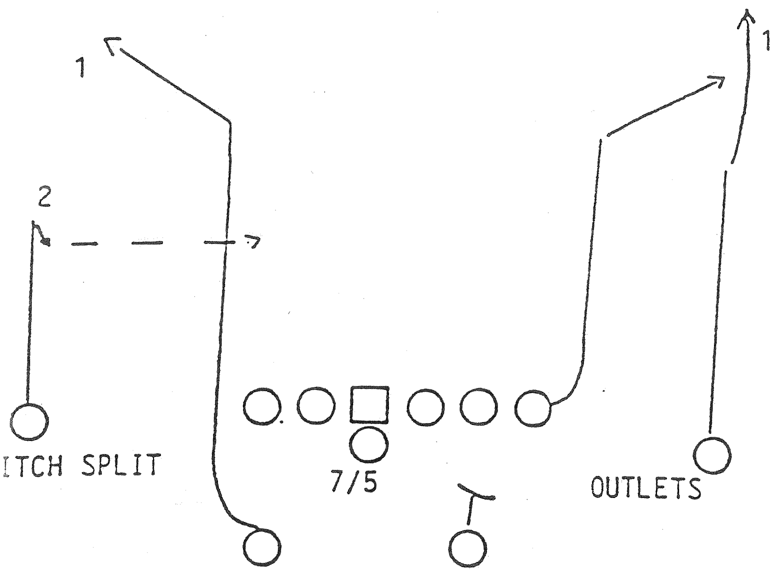
JET TREY RT SCAT RT 432 FK DLY F CORNER

JET TREY RT 545 F SEAM





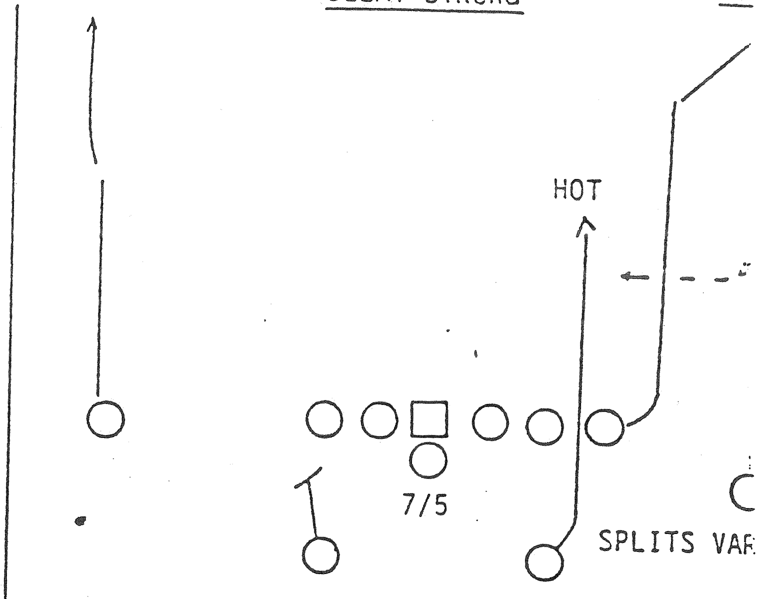
DELAY WEAK



SPLIT RT OPTION RT 209 DELAY

DELAY STRONG

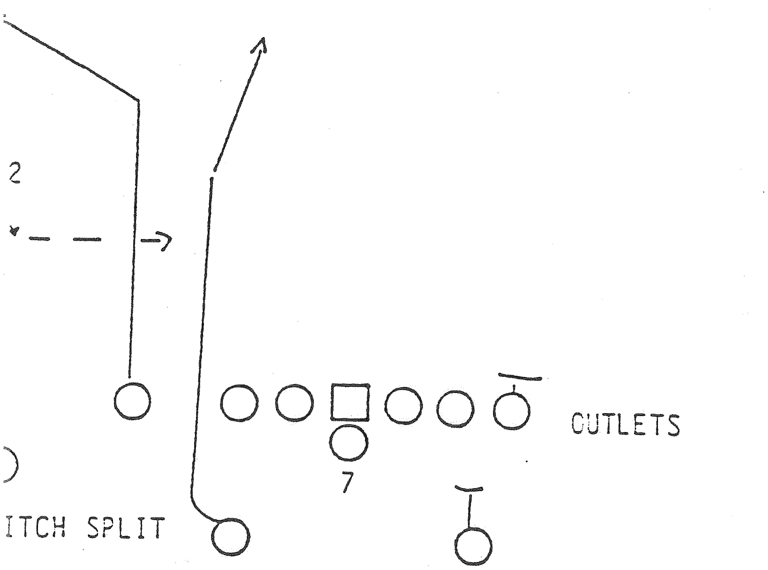
DE



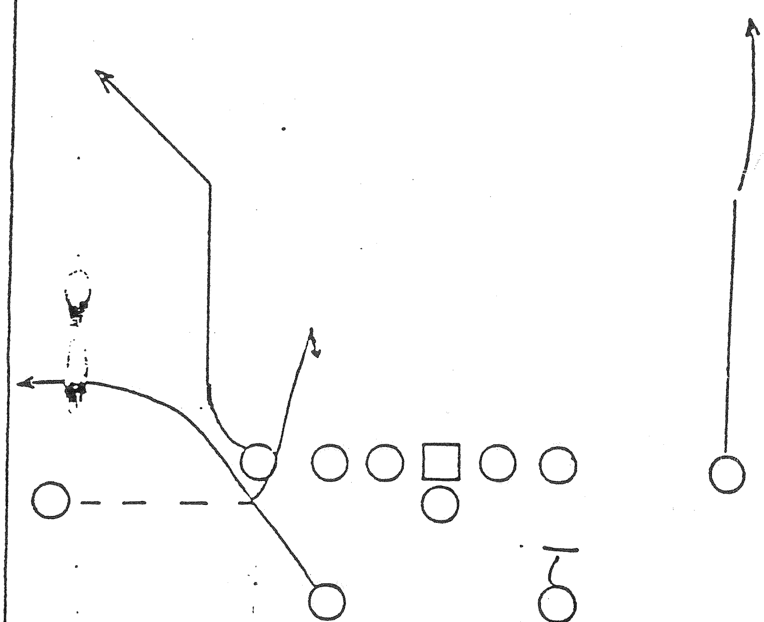
SPLIT RT SCAT RT 972 DELAY

IASH

DELAY SLOT

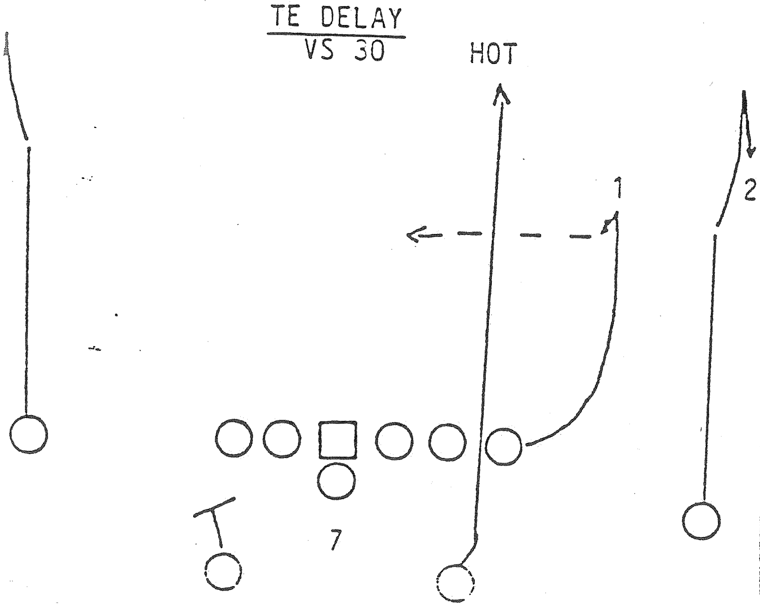


SPLIT RT SLOT OPTION LT 072 DELAY

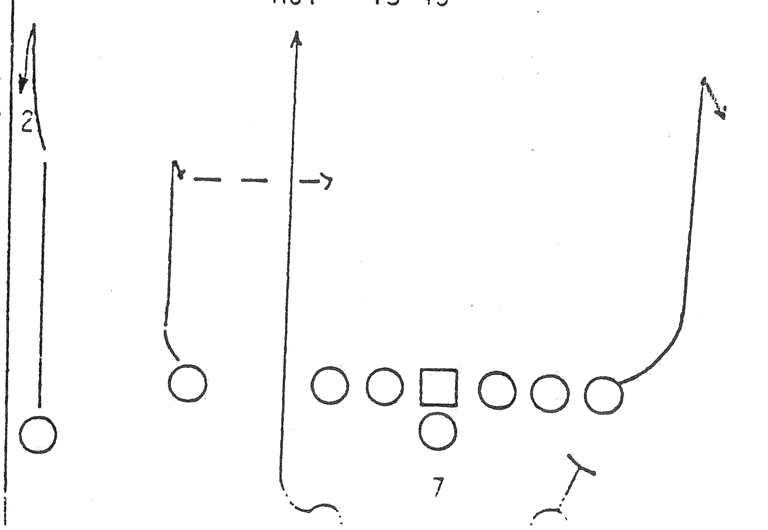


SPLIT LT ZIP SCAT LT 972 DLY F FLAT

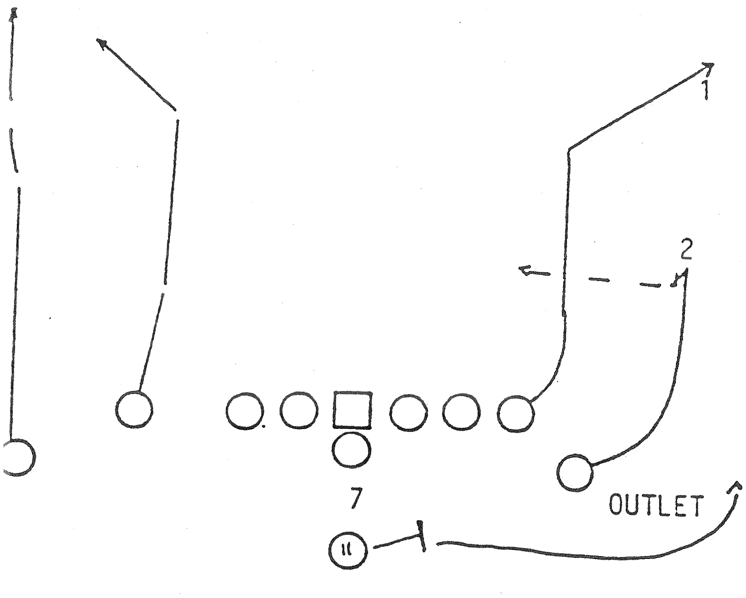
TE DELAY
VS 30



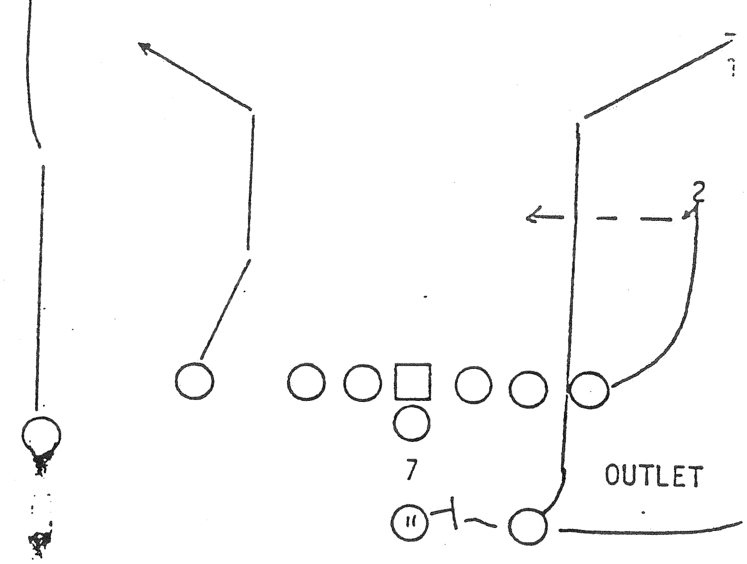
SLOT DELAY
VS 43



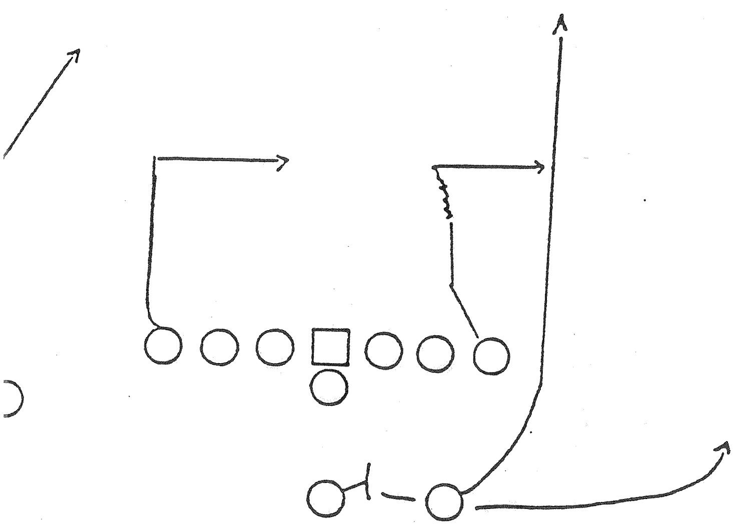
FLOOD DELAY BACKSIDE SLOT DEL



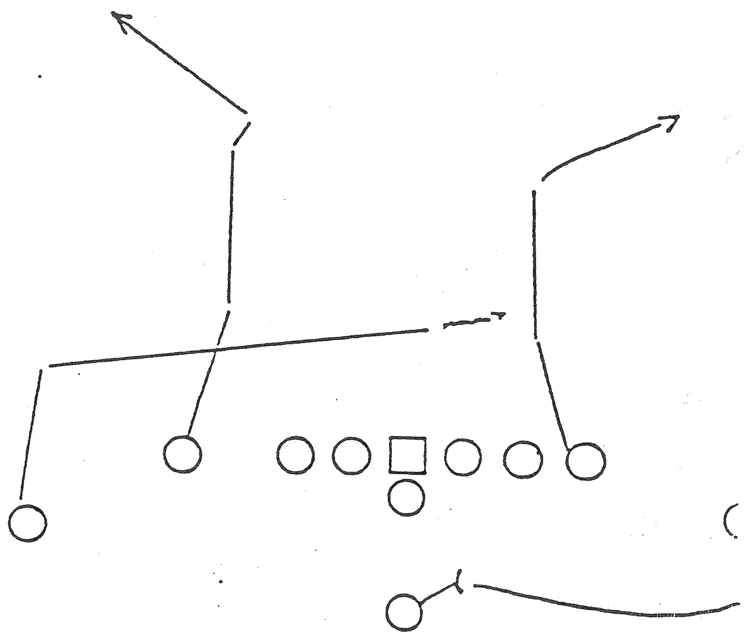
TWINS RT RAM K 279 DELAY (F CORNER)



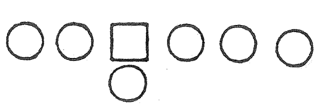
NEAR RT SLOT RAM 279 DELAY

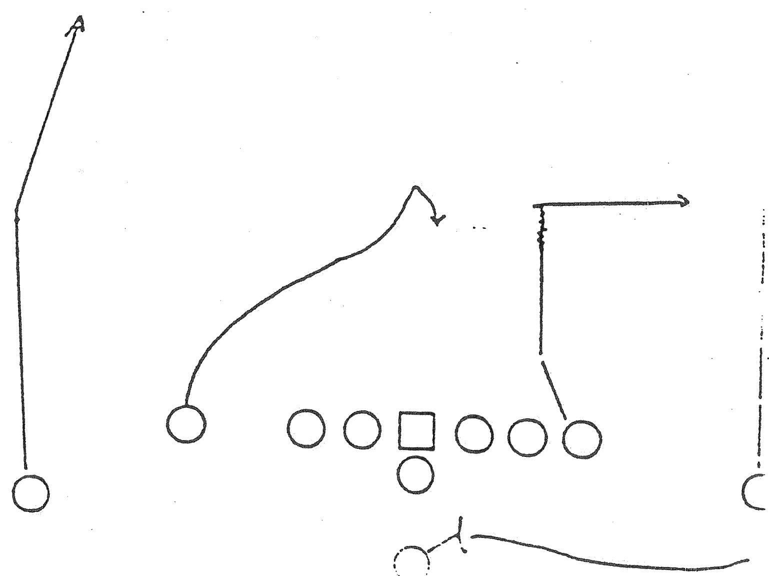


NEAR LT TGT RAM 3 WHEEL



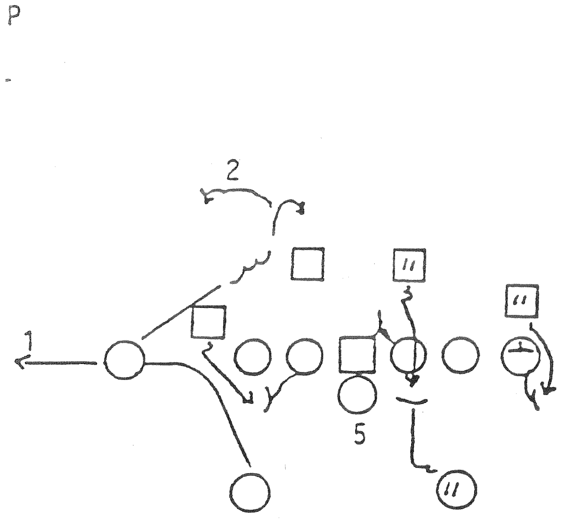
FLEX RT RAM K 97"O" Y CORNER





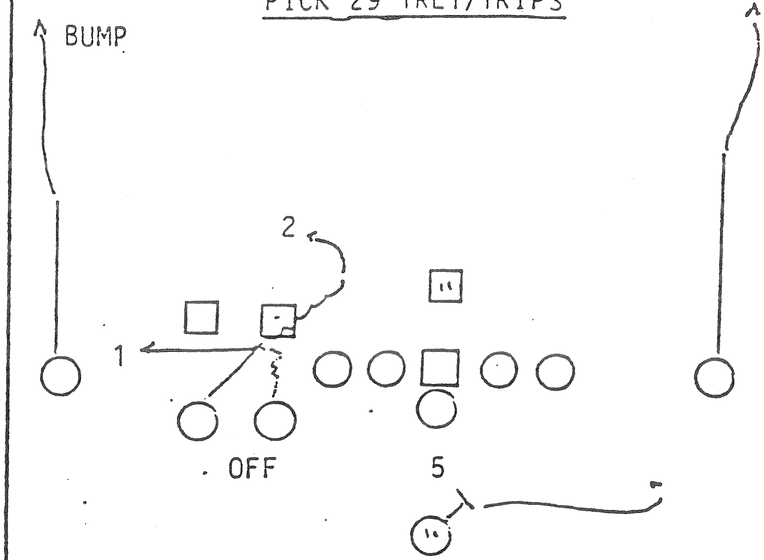
PICKS

PICK 29 SLOT



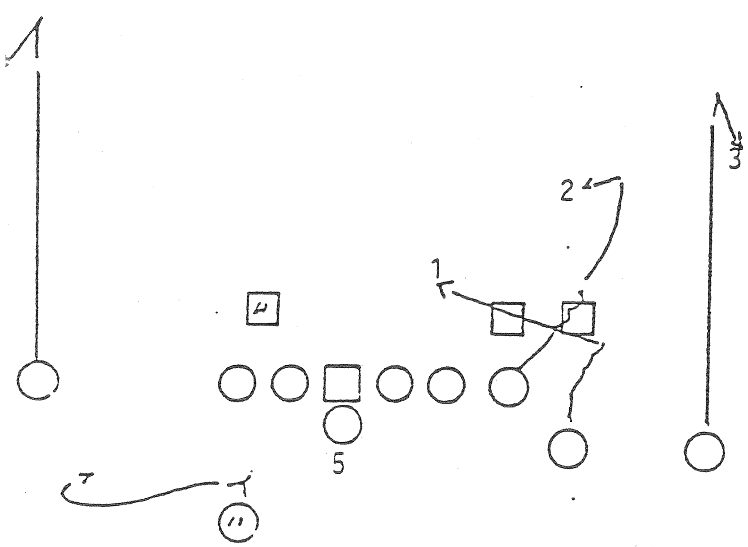
SPLIT RT SLOT OPTION LT PICK 29

PICK 29 TREY/TRIPS



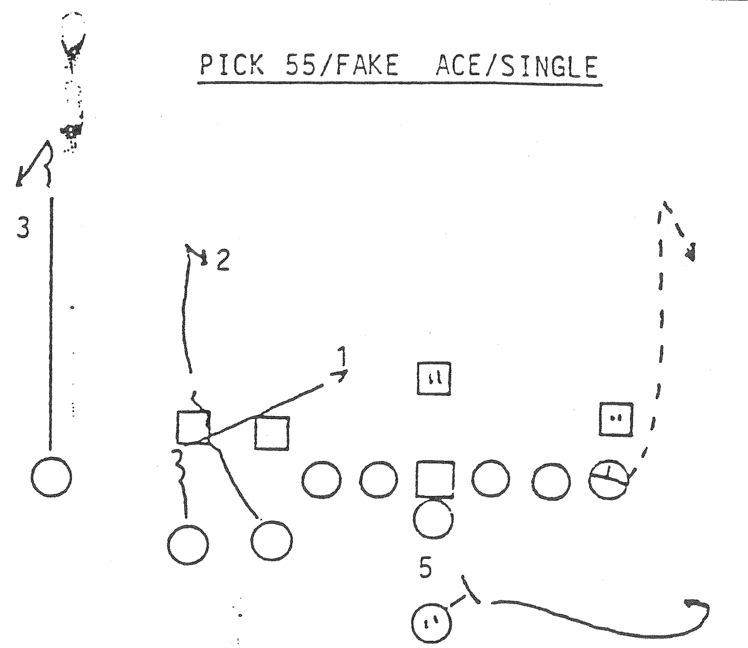
TREY/TRIPS OPTION LT PICK 29

PICK 55/FAKE TREY/TRIPS



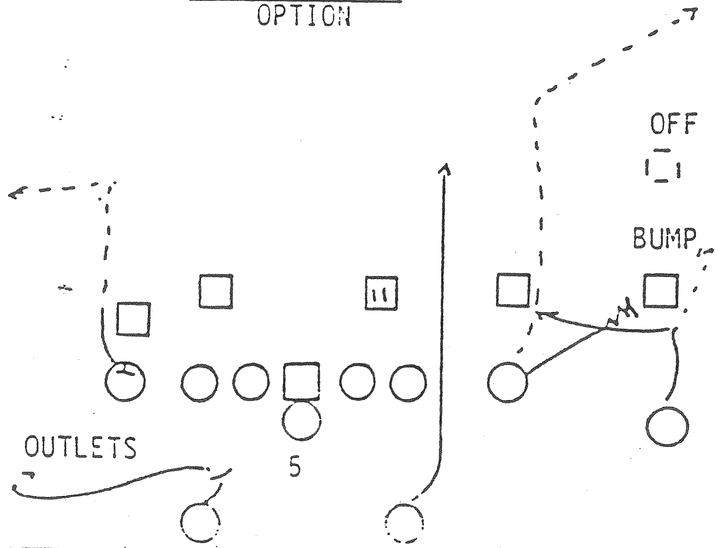
TREY/TRIPS OPTION RT PICK 55/FAKE

PICK 55/FAKE ACE/SINGLE

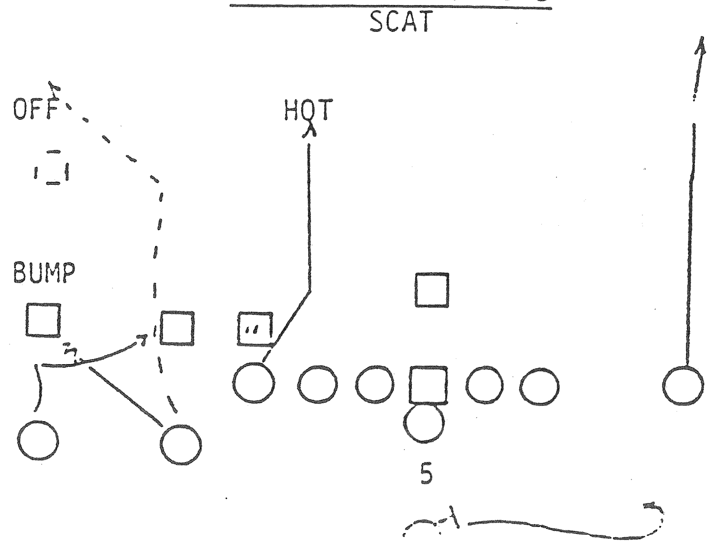


ACE/SINGLE OPTION LT PICK 55/FAKE

PICK 072 SLOT OPTION

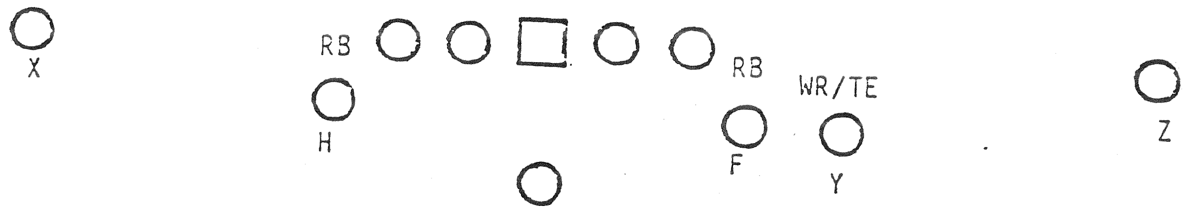


PICK 972 TREY/TRIPS SCAT



SHOT GUN PASSES BY FORMATION/PROTECTION

SHOT GUN/RIFLE



OPTION FAKE "O"68 SHOOT
OPTION 495/768
OPTION CHOICE 495
OPTION 97"O" POST
OPTION 747 H CROSS
OPTION 989 UP

OPTION 8 FK "O"4 SHOOT
OPTION F 694 CHOICE
653 F UP
844 WIDE
834 F IN
989 OUT
"O"88 FLARE/288 H CROSS FL.

DELAYS

OPTION 279 DELAY/FAKE
972 DELAY/FAKE
974 DELAY F FAKE CROSS

SCREENS

DRAG WK HB/ST FB 969
MIDDLE SCREEN FB 959

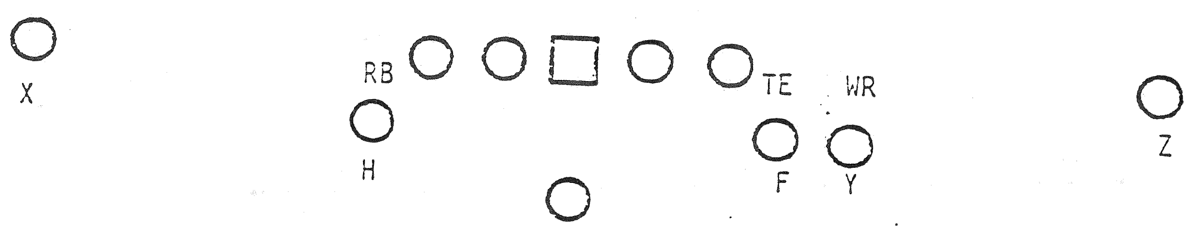
PICKS

OPTION PICK 29
OPTION PICK 55/FAKE
972 PICK/FAKE
565 F RUB SNEAK
RAM/LION DBL PICK FLARE
(ROSE/SALLY)

SPECIAL

LION 734 H GET OPEN

GUN TRIPS



OPTION "O"68 SHOOT
OPTION 495/353
OPTION CHOICE 495
OPTION 97"O" POST
OPTION 747 H CROSS
OPTION 989 UP
OPTION 768

OPTION 8 FK "O"4
OPTION F
653 F (RIP)
844 WIDE (RIP)
834 F IN (RIP)
989 OUT
"O"88/288 CROSS FLARE

DELAYS

OPTION 279 DELAY/FAKE
972 DELAY/FAKE
974 DELAY F FAKE CROSS

SCREENS

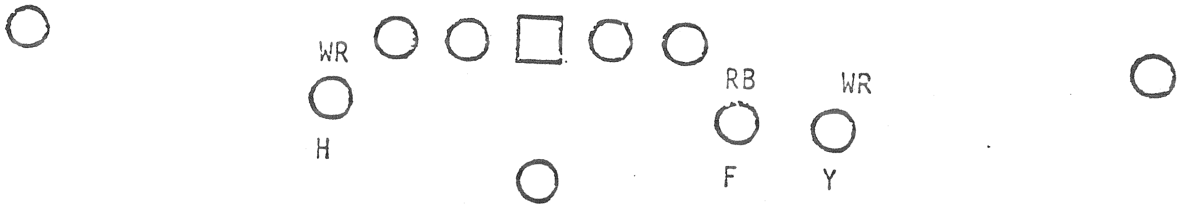
DRAG HB/FB 969

PICKS

OPTION PICK 29
OPTION PICK 55/FAKE
972 PICK/FAKE
RAM/LION DBL PICK FLARE

SHOT GUN PASSES -2

GUN DOUBLE (4 WR)



OPTION FAKE "O"68 SHOOT
OPTION 495/768
OPTION CHOICE 495
OPTION 97"O" POST
OPTION 747 H CROSS
OPTION 272 READ
OPTION 989 UP

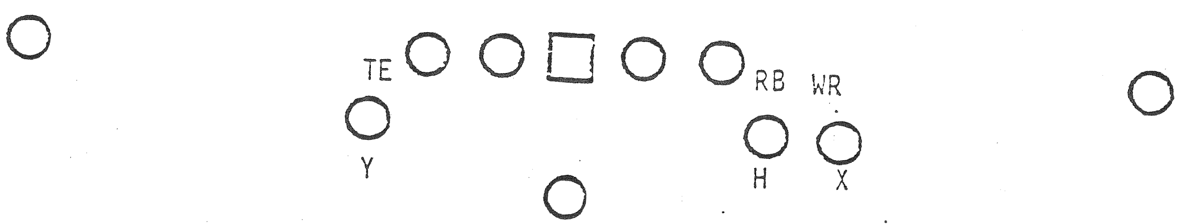
DELAYS
OPTION 279 DELAY

653 F UP
844 WIDE

RAM/LION
653 F UP
844 WIDE
834 WIDE
7 FK 47 H CROSS
989 OUT
972 FK DELAY

PICKS
RAM/LION DBL PICK FLARE

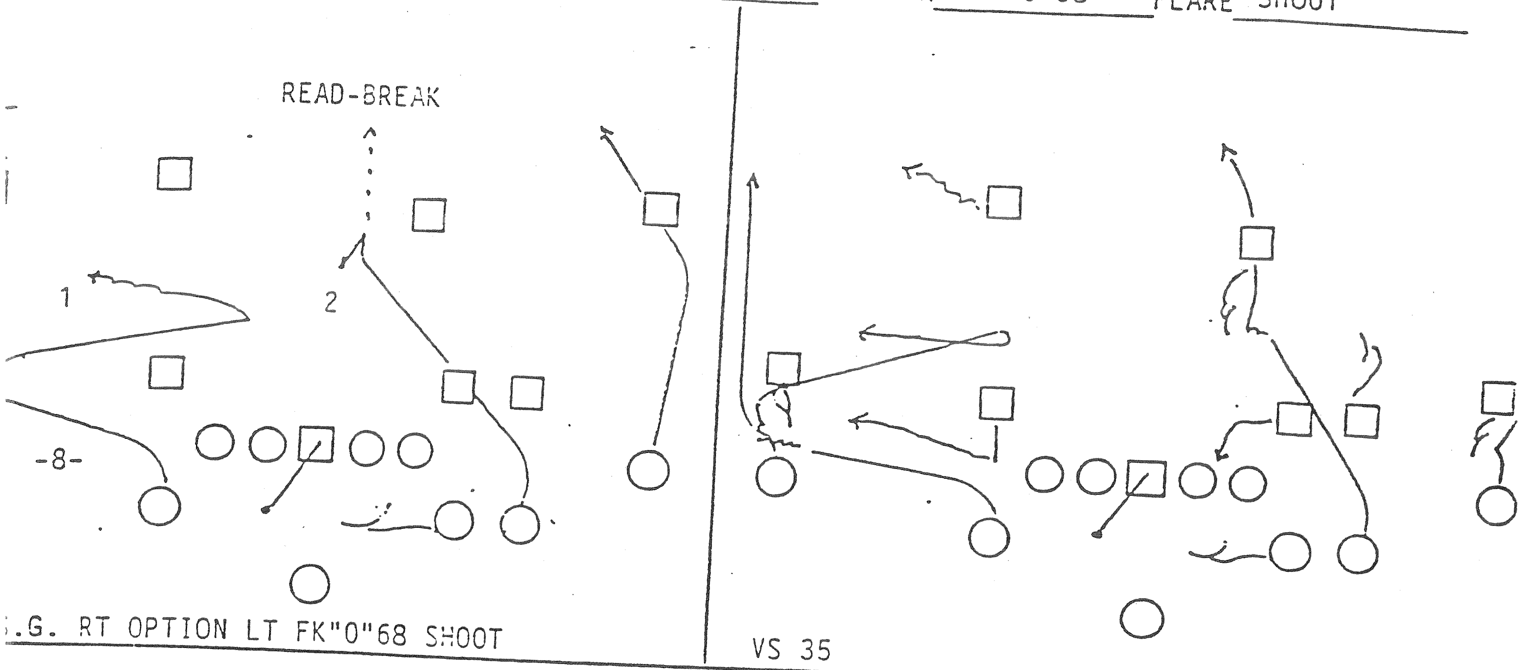
GUN FLEX



OPTION 495/353
OPTION K 97"O" POST
363 STOP
OPTION K 272 READ
OPTION K 989 UP

K 653 H IN
K 844 WIDE

SHOT GUN ATTACK: PROTECTION OPTION PATTERN FK "O"68 FLARE SHOOT NKL



ROTECTION ALERT: OPTION VS 43/NKL
ITUATION ALERT: WANT M-M/MUST ADJUST TO ZONE
NCOVER RULE: Z= 3
K BLITZ: X=3/Y=BLITZ 8/Z=STICK/WB=BLOCK/SB=LBKR
T BLITZ: Z=9/Y=3/X=STICK/WB=STICK/SB-MDM
VERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
LL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

3: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: CHECK SHOOT. WORK X FK"O"-Y. ALERT Y READ-BREAK.

FAKE "O' ROUTE 5-8 YDS. APLIT 6-8 YDS. DRIVE TO THE GUARD. ADJUST TO ZONE WHEN PIVOT OUT. VS CLOUD/BUMP MUST RELEASE INSIDE.
KNOW BLITZ ADJUST-4 FROM A SIDE!

INSIDE 6 ROUTE. AUTOMATIC READ-BREAK VS 6/3. BE STATIONARY. UNCOVER WHEN QB LOOKS TO YOU. VS BUMP, BEST RELEASE. DO NOT GO PAST THE CENTER ON 6 ROUTE OR BREAK-READ.
KNOW BLITZ ADJUST-4 FROM A SIDE!

BASIC 8 AT 12 YDS. SPLIT OUTSIDE THE #. VS CLOUD/BUMP RELEASE OUTSIDE AND SPRINT!
KNOW BLITZ ADJUST-4 FROM A SIDE!

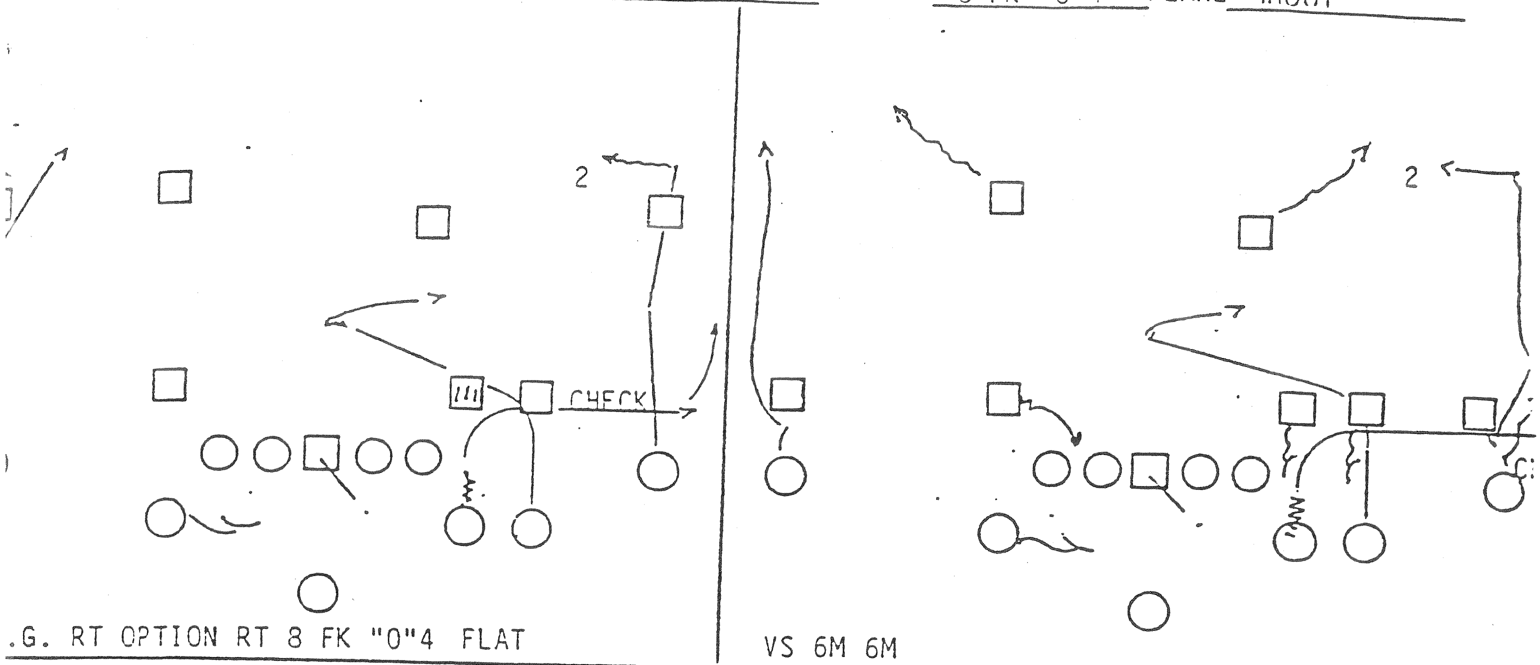
: DUAL CHECK LBKR'S (NKL LOOK)-STAY. ALERT GREEN DOG

: FREE RELEASE-SHOOT. ALERT WK BLITZ

MATION ALERT: GUN DOUBLE

IATION:

SHOT GUN ATTACK: PROTECTION OPTION PATTERN 8 FK "O"4 FLARE SHOOT



ROTECTION ALERT: OPTION VS 43/NKL
ITUATION ALERT: WANT M-M/MUST BE ALERT FOR 3. ADJUST TO ZONE
NCOVERED RULE: X= 3
< BLITZ: X=3/Y=STICK/Z=BLTZ 8/WB=MDM/SB=WIDE
T BLITZ: Z=9/Y=3/X=STICK/SB=BLOCK/WB=LBKR
VERLOAD: WK=LEO CALL (ALERT WK BLITZ)
L UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

'C COACHING POINTS

3: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE.
PROGRESSION: CHECK F WIDE. WORK Y-Z

: BASIC 8 ROUTE AT 12 YDS. SPLIT OUTSIDE THE #. VS CLOUD/BUMP RELEASE OUTSIDE AND SPRINT
KNOW BLITZ ADJUST-4 FROM A SIDE

FAKE "O" ROUTE 5-8 YDS. SPLIT 6 YDS, DRIVE TO THE GUARD. VS JAM INSIDE RELEASE. VS BUMP BEST RELEASE. ADJUST TO ZONE ON PIVOT OUT
KNOW BLITZ ADJUST-4 FROM A SIDE

BASIC 4 ROUTE AT 17-20 YDS. SPLIT OUTSIDE THE #. VS CLOUD RELEASE INSIDE. VS BUMP BEST RELEASE.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

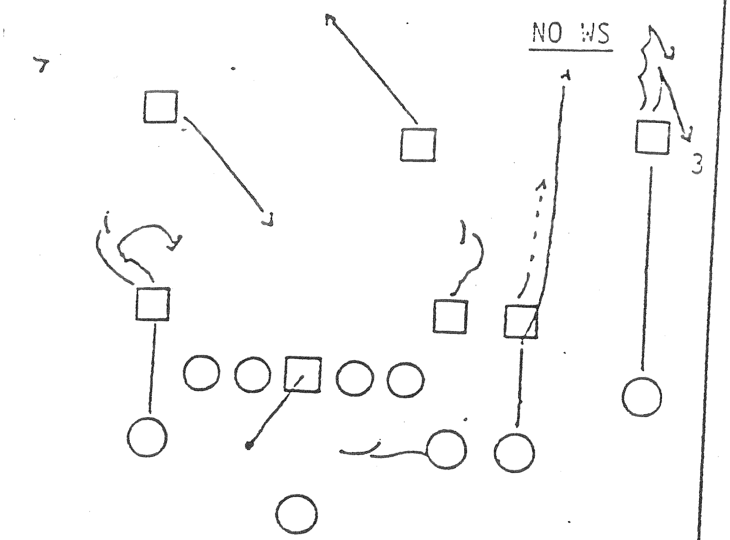
: FREE RELEASE-SHOOT. ALERT TO AVOID Y ON FK "O". ALERT ST BLITZ

: DUAL CHECK LBKR'S (NKL LOOK)-STAY. ALERT GREEN DOG

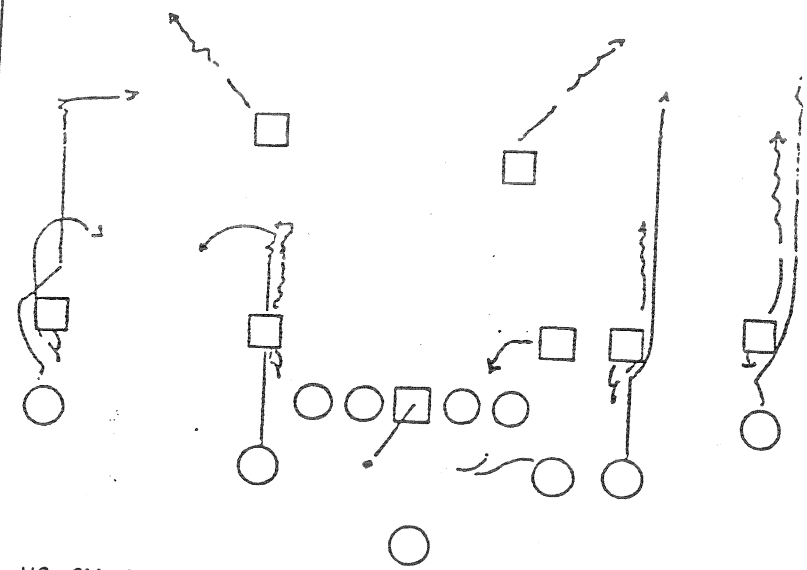
RMATION ALERT:

RIATION:

SHOT GUN ATTACK: PROTECTION OPTION PATTERN 495 FLARE H OPTION



.G. RT OPTION LT 495



VS 6M 6M

ROTECTION ALERT: OPTION VS 43/NKL
ITUATION ALERT: GOOD VS ALL LOOKS. HB OPTION MUST ADJUST
NCOVERED RULE: Z=3
: BLITZ: X=3/Y=STICK/Z=BLITZ 8/WB=BLOCK/SB=LBKR
BLITZ: Z=9/Y=3/X=STICK/WB=STICK/SB=MDM
ERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
L UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: 3R 10 OR LESS WORK H OPTION TO X-4. 3R 10 + WORK X-4 TO H OPTION. ALERT 2D NO WS FOR 9. Z-5 IS ALWAYS #3 LATE.

BASIC 4 ROUTE 17-20 YDS. SPLIT OUTSIDE THE #. VS CLOUD RELEASE INSIDE. VS BUMP BEST RELEASE.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

INSIDE 9 ROUTE. SPLIT 6-7 YDS, SPRINT. VS JAM BEST RELEASE. MUST NOT BE HELD UP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

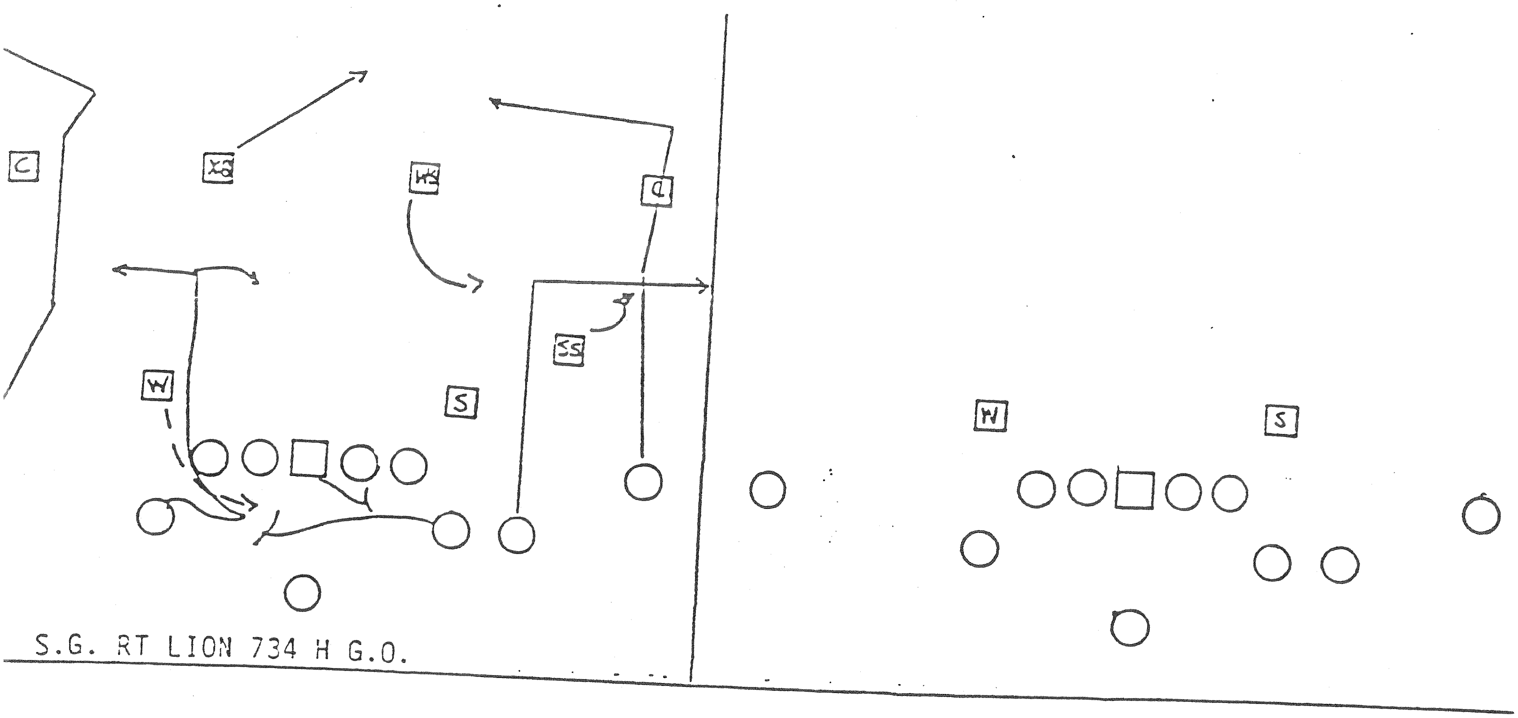
BASIC 5 ROUTE 17-20 YDS. SPLIT OUTSIDE THE #. VS CLOUD/BUMP MUST RELEASE OUTSIDE.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

DUAL CHECK LBKR'S (NKL LOOK)-STAY. ALERT GREEN DOG

FREE RELEASE-OPTION (10 YDS DEEP). MUST ADJUST TO COVER. ALERT WK BLITZ

MATION ALERT: GUN DOUBLE/FLEX

IATION:



S.G. RT LION 734 H G.O.

BASIC COACHING POINTS

QB: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WLB ARE.
PROGRESSION: WORK HB. BASIC WEAKSIDE PLAY.

X: DEEP 7 ROUTE. SPLIT OUTSIDE THE #. VS CLOUD RELEASE INSIDE - VS BUMP RELEASE OUTSIDE.
KNOW BLITZ ADJUSTMENT - 4 FROM A SIDE

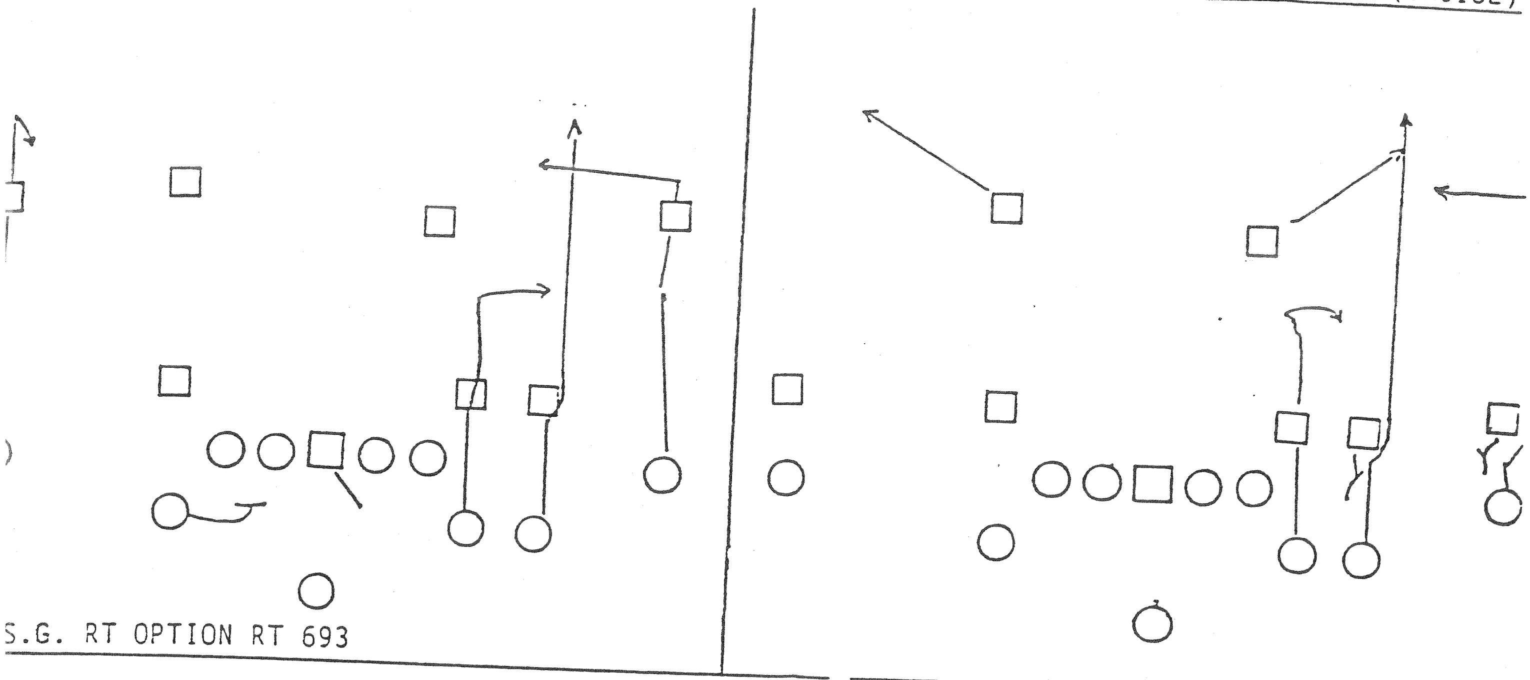
Y: INSIDE 3 ROUTE AT 10-12 YDS DEEP. RELEASE OUTSIDE VS JAM/BUMP. MUST NOT ADJUST ROUTE - RUN TO THE S.L.
KNOW BLITZ ADJUSTMENT - 4 FROM A SIDE

Z: BASIC 4 ROUTE AT 17-20 YDS. SPLIT OUTSIDE THE #. MUST NOT BE HELD UP VS CLOUD/BUMP. TAKE BEST RELEASE.
KNOW BLITZ ADJUSTMENT - 4 FROM A SIDE

HB: CHECK LBKER: VS GREEN DOG GET OPEN VS ZONE-WIDE.

FB: CHECK WILL: STAY

SHOT GUN ATTACK: PROTECTION OPTION PATTERN 694 FLARE F OPTION (CHOICE) NKL



S.G. RT OPTION RT 693

PROTECTION ALERT: OPTION VS 43/NKL
SITUATION ALERT: SOLO ON Y/6 ZONE LOCK Y/6M 6M
UNCOVERED RULE: STICK
WK BLITZ: X=3/Y BLTZ 8/Z=STICK/WB=MDM/SB=STICK
ST BLITZ: Z=9/Y=3/X=STICK/WB=LBKR/SB=BLOCK
OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
ALL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

BASIC COACHING POINTS

QB: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. X UNCOVERED CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: Z UNCOVERED WORK Z TO FB OPTION. Z COVERED WORK FB OPTION TO Z ON 4 ROUTE. P.S.L. NO CLEAR KEY SS! CAN WORK X-6 IF UNCOVERED. VERIFY BY XB KEY.

: DEEP 6 ROUTE 12-17 YDS. SPLIT OUTSIDE THE #. BENCH VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

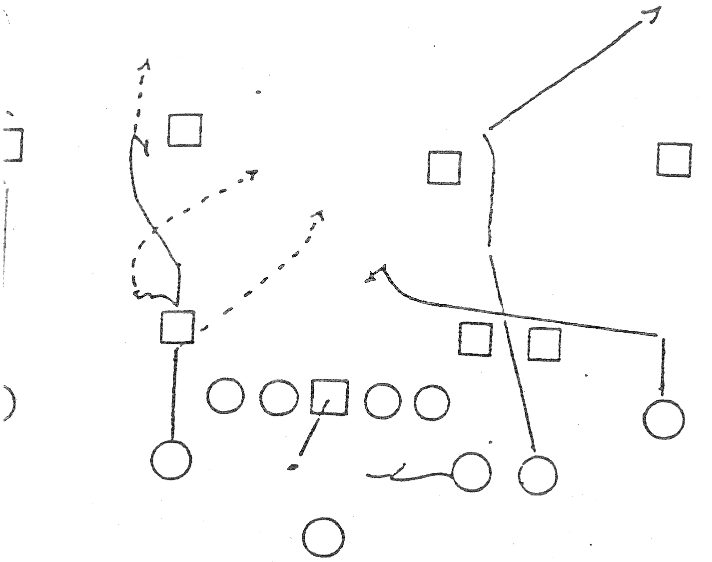
: INSIDE 9 ROUTE. MUST RELEASE OUTSIDE VS JAM/BUMP. WIDE SPLIT.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

: BASIC 4 ROUTE. SPLIT 2 YDS WIDER THAN SPLIT RULE 4. MUST RELEASE OUTSIDE VS BUMP. VS CLOUD RELEASE INSIDE.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

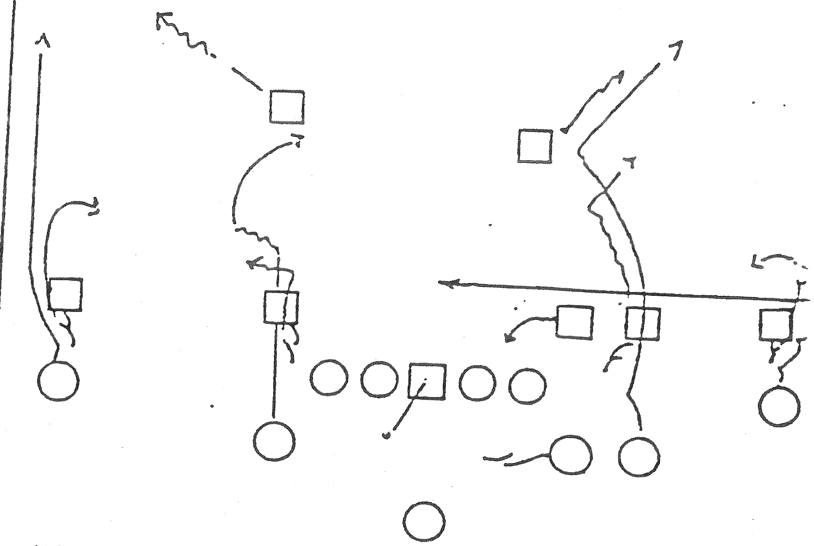
: FREE RELEASE-OPTION ROUTE MUST ADJUST TO COVER. ALERT ST BLITZ

: DUAL CHECK LBKR'S (NKL LOOK) - STAY. ALERT GREEN DOG

SHOT GUN ATTACK: PROTECTION OPTION PATTERN 97"O" FLARE POST NKL



S.G. RT OPTION LT 97"O" POST



VS 6M 6M

PROTECTION ALERT: OPTION VS 30/43/NKL
SITUATION ALERT: GOOD VS 6M 6M/POSSIBLE VS 35/ALERT 66 (ZONE)
UNCOVERED RULE: STICK
WK BLITZ: X=3/Y=BLTZ 8/Z=STICK/WB=BLOCK/SB=LBKR
ST BLITZ: Z=9/Y=3/X=STICK/WB=STICK/SB=MDM
OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
LL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

QB: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. KEY XB/WS AS PLAY DEVELOPS.
PROGRESSION: X COVERED KEY XB FOR X TO POST TO Z-"O". X UNCOVERED KEY XB FOR DBL ON RB/X. WORK SINGLED UP RECEIVER TO Z-"O". ALERT X UNCOVERED RULE

X: BASIC 9 ROUTE. SPLIT 2 YDS OUTSIDE SPLIT RULE 9. VS CLOUD/BUMP BEST RELEASE. MUST GET DEEP FAST. CATCH BALL OUTSIDE OF ORIGINAL ALIGNMENT.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

Y: INSIDE 8, DEEP/FAST. SPLIT 6 YDS, RELEASE AT WS-GO GET HIM! VS JAM/BUMP BEST RELEASE. MUST NOT BE HELD UP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

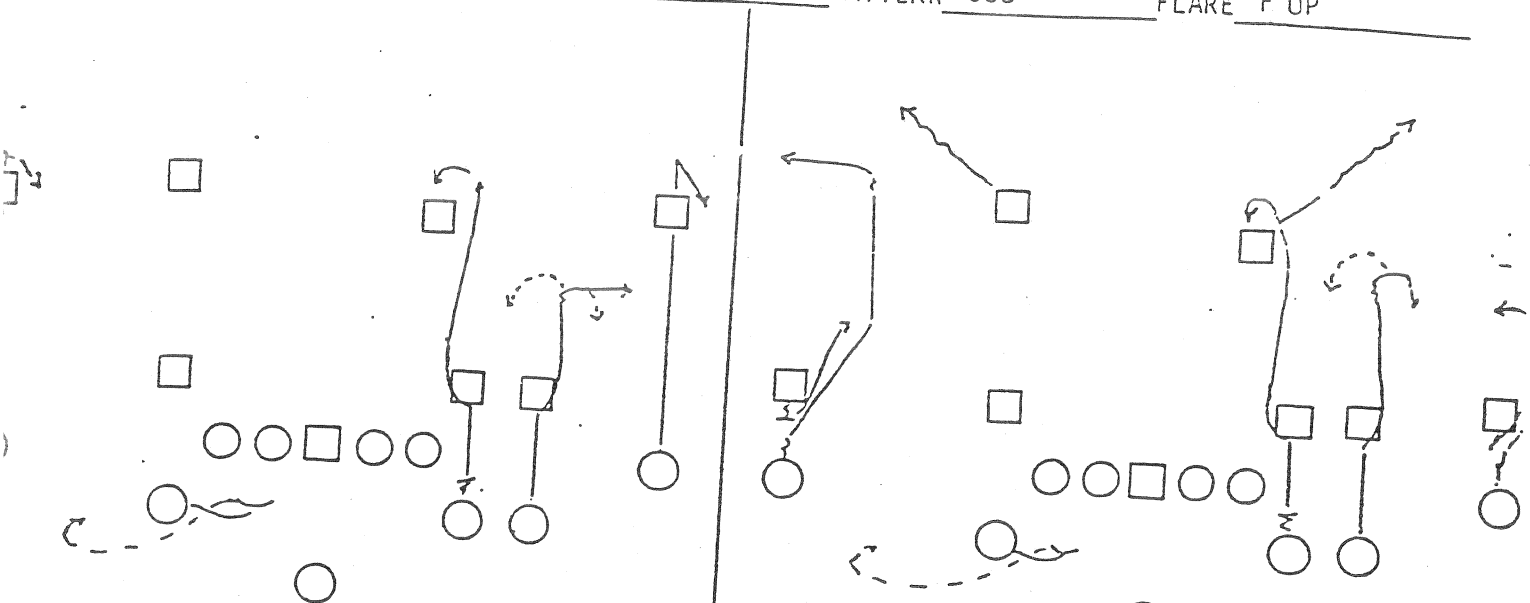
B: DUAL CHECK LBKR'S (NKL LOOK)-STAY. ALERT GREE DOG

B: FREE RELEASE-POST. MUST ADJUST TO COVER. ALERT WK BLITZ

ORMATION ALERT: GUN DOUBLE/FLEX

ARIATION: GUN FLEX OPTION K 97"O" POST

SHOT GUN ATTACK: PROTECTION POCKET PATTERN 653 FLARE F UP NKL 2:



S.G. RT 653 F 2 UP

PROTECTION ALERT: POCKET VS 43/NKL. ALERT RIP LIZ VS 30
SITUATION ALERT: BASIC PATTERN VS ALL COVERS
UNCOVERED RULE: STICK
WK BLITZ: X=3/Y=BLTZ 8?Z STICK/WB=MDM/SB=LBKR
ST BLITZ: X=6/Y=3/Z=9/WB=LBKR/SB=MDM
OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=..EX CALL (ALERT ST BLITZ)
LL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

B: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. KNOW WHEN WR'S COVERED/UNCOVERED. X UNCOVERED KEY SB/WS-WR'S COVERED KEY STRONG SIDE.
PROGRESSION: Z UNCOVERED WORK Z-Y/Z COVERED WORK Y-Z.

: DEEP 6 ROUTE AT 12-17 YDS. SPLIT OUTSIDE #. BENCH VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENTS-4 FROM A SIDE

INSIDE 5 ROUTE AT 12 YDS. TIGHTEN SPLIT. BE ALERT TO ZONE/JAM/BUMP/SOLO.
KNOW BLITZ ADJUSTMENTS-4 FROM A SIDE

KEY 3 ROUTE AT 15 YDS (8 STEPS). SPLIT 2 YDS WIDER THAN SPLIT RULE 3. MUST RELEASE OUTSIDE CLOUD/BUMP. VS BUMP-RUN TAKE TWO. VS HUMP/CLOUD DRIVE PAST 1ST DOWN AND PIVOT BACK TO S.L.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

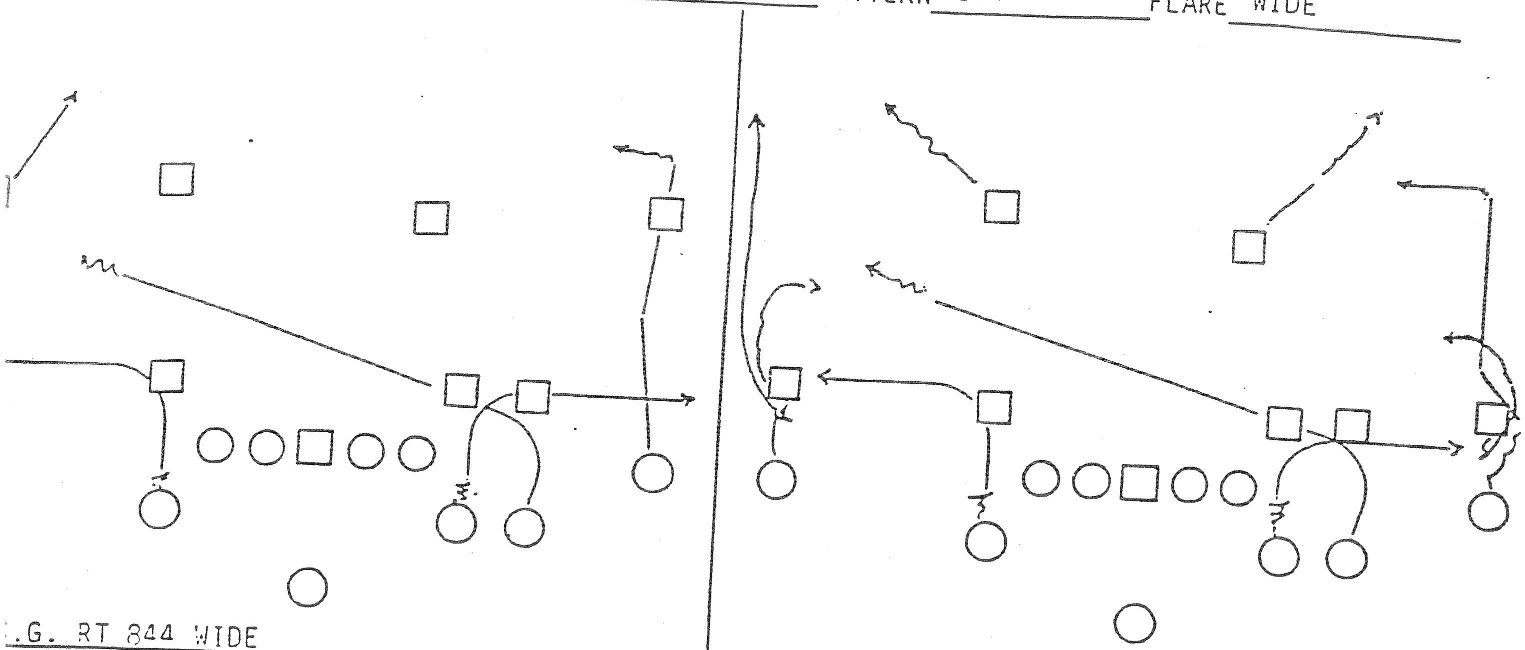
: CHECK LBKR-UP. MUST NOT BE PUSHED OUT INTO Y-5. ALERT REX/LEO

CHECK LBKR-SWING. ALERT LEO/REX

MATION ALERT:

IATION:

SHOT GUN ATTACK: PROTECTION POCKET PATTERN 844 FLARE WIDE NKL 2



.G. RT 844 WIDE

ORTECTION ALERT: POCKET VS 43/NKL. RIP LIZ VS 30
ITUATION ALERT: BASIC PATTERN GOOD IF QB KEY Y 1ST
NCOVERED RULE: X=6
K BLITZ: X=3/Y=BLTZ/ 8/Z=STICK/WB=MDM/SB=LBKR
T BLITZ: Z-9/Y=3/X=STICK/WB=LBKR/SB=MDM
VERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
.L UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS
KNOW WHERE XB/WS ARE. KNOW WHEN WR'S UNCOVERED
PROGRESSION: X UNCOVERED CHECK XB FOR 8. BASIC STRONG SIDE PLAY,
MUST KEY Y TO Z TO WIDE

BASIC 8 ROUTE AT 12 YDS. SPLIT OUTSIDE THE #. RELEASE OUTSIDE VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

INSIDE 4 ROUTE. TIGHTEN SPLIT, RUN FLAT 4-AVOID LBKR'S. CAN LULL ZONE ON FARSIDE.
DO NOT ADJUST VS SOLO/M-M. VS JAM/BUMP BEST RELEASE. GET ACROSS THE FIELD FAST!
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

BASIC 4 ROUTE AT 17-20 YDS. SPLIT OUTSIDE THE #. BEST RELEASE VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

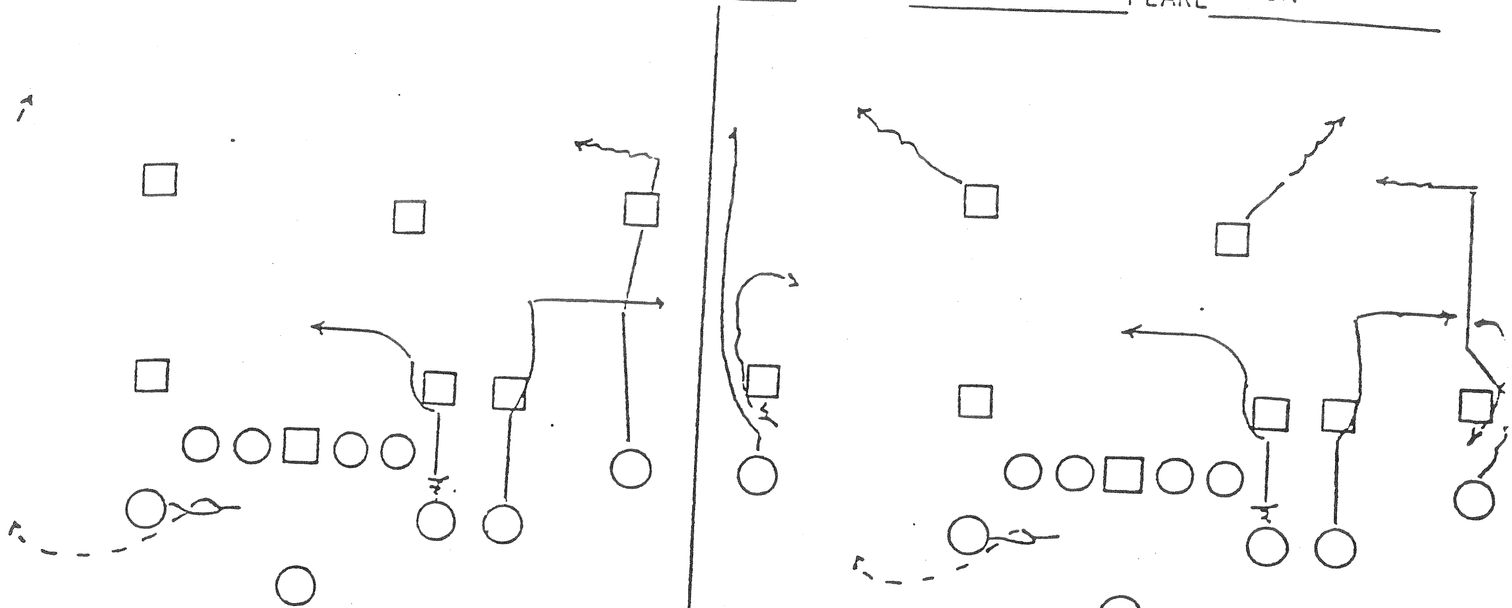
CHECK LBKR-WIDE. ALERT REX/LEO CALL. MUST LET Y RELEASE 1ST

CHECK LBKR-WIDE. ALERT LEO/REX CALL

MATION ALERT: GUN DBL/FLEX

IATION: 744 WIDE (LIZ RIP VS 30)

SHOT GUN ATTACK: PROTECTION POCKET PATTERN 834 FLARE F IN NKL 2.



.G. RT 834 F IN

ROTECTION ALERT: POCKET VS 43/NKL. RIP LIZ VS 30
ITUATION ALERT: COUNTER TO 44 COMBINATION. BEST VS M-M/ADJUST TO ZONE
NCOVERED RULE: X=6
K BLITZ: X-3/Y=BLTZ 8/Z=STICK/WB=MDM/SB=LBKR
T BLITZ: Z=9/Y=3/X=STICK/WB=LBKR/SB=MDM
VERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
LL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

3: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS.
KNOW WHERE XB/WS ARE. KNOW WHEN WR'S UNCOVERED.
PROGRESSION: X UNCOVERED CHECK XB FOR 8. BASIC STRONG SIDE PLAY. MUST KEY SS/CORNER FOR Y TO Z. BE ALERT FOR FIN VS 2 LBKR LOOK.

BASIC 3 ROUTE AT 12 YDS. SPLIT OUTSIDE THE #. RELEASE OUTSIDE VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

3 ROUTE AT 10 YDS. SPLIT 6 YDS, RELEASE OUTSIDE VS JAM/BUMP.
MUST NOT ADJUST ROUTE-RUN TO THE S.L.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

BASIC 4 ROUTE AT 17-20 YDS. SPLIT OUTSIDE THE #. MUST NOT BE HELD UP VS CLOUD/BUMP.
TAKE BEST RELEASE.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

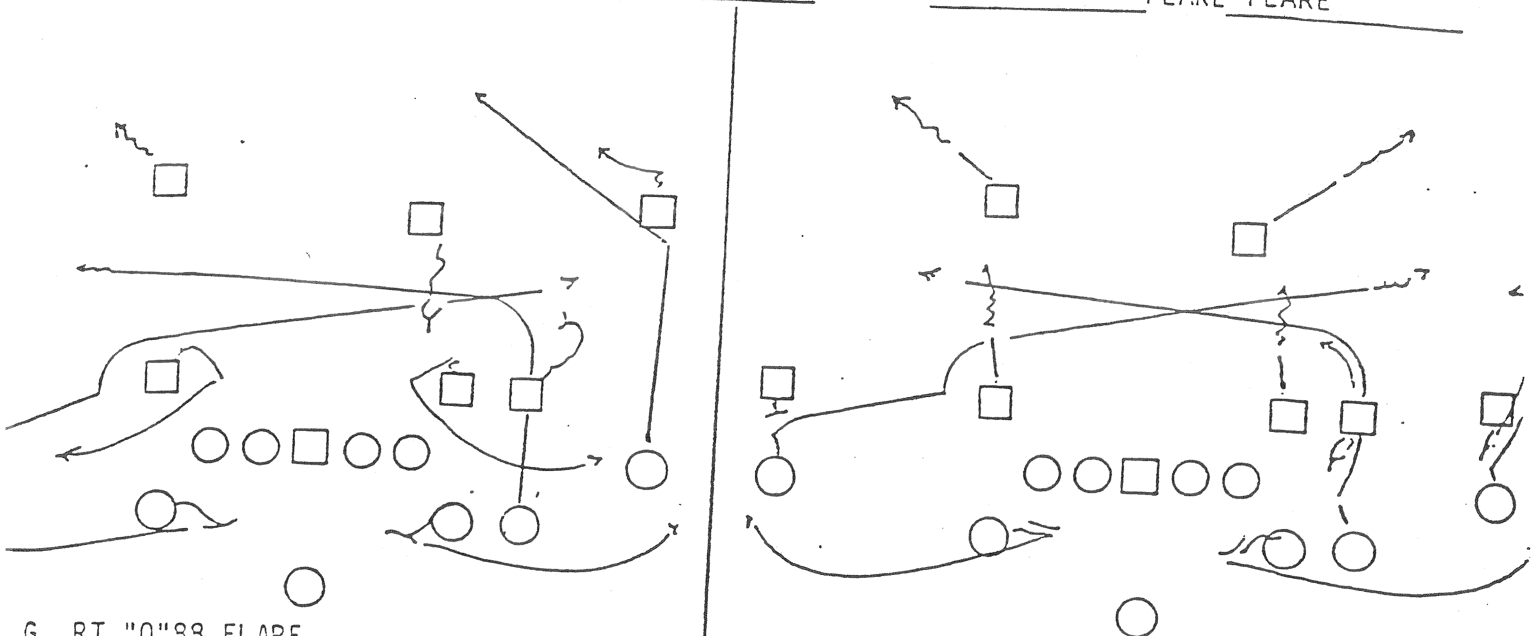
: CHECK LBKR-IN. ALERT REX/LEO

: CHECK LBKR-SWING. ALERT LEO/REX

RMATION ALERT:

RIATION:

SHOT GUN ATTACK: PROTECTION POCKET PATTERN "0"88 FLARE FLARE NKL



.G. RT "0"88 FLARE

ROTECTION ALERT: POCKET VS 43/NKL/30
ITUATION ALERT: GOOD VS 35 CORNER OFF Z. MUST ADJUST TO 66 LOOK
NCOVERED RULE: STICK
K BLITZ: X=3/Y=CLTX 8/Z=STICK/SB=LBKR/WB=MDM
T BLITZ: Z=9/Y=3/X=STICK/WB=LBKR/SB-MDM
/ERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
L UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

: KNOW THE DOWN-DISTANCE/P.S.L. THE COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. KNOW WHEN Z IS COVERED/UNCOVERED. CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: Z TO X TO FLARE

"0"88 ROUTE 10-12 YDS FAR SIDE. SPLIT 6-8 YDS. RELEASE INSIDE VS CLOUD/BUMP. GET TO FAR SIDE (ALERT ZONE/M-M).
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

FLAT 8 ROUTE. SPLIT 6 YDS. RELEASE UPFIELD TO 10 YD AREA THEN BREAK FLAT. RELEASE OUTSIDE VS JAM/BUMP. DO NOT STOP!
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

BASIC 8 ROUTE AT 12 YDS. GET DEEP. SPLIT OUTSIDE THE #. PUSH THE CORNER OFF THEN BREAK. RELEASE OUTSIDE VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

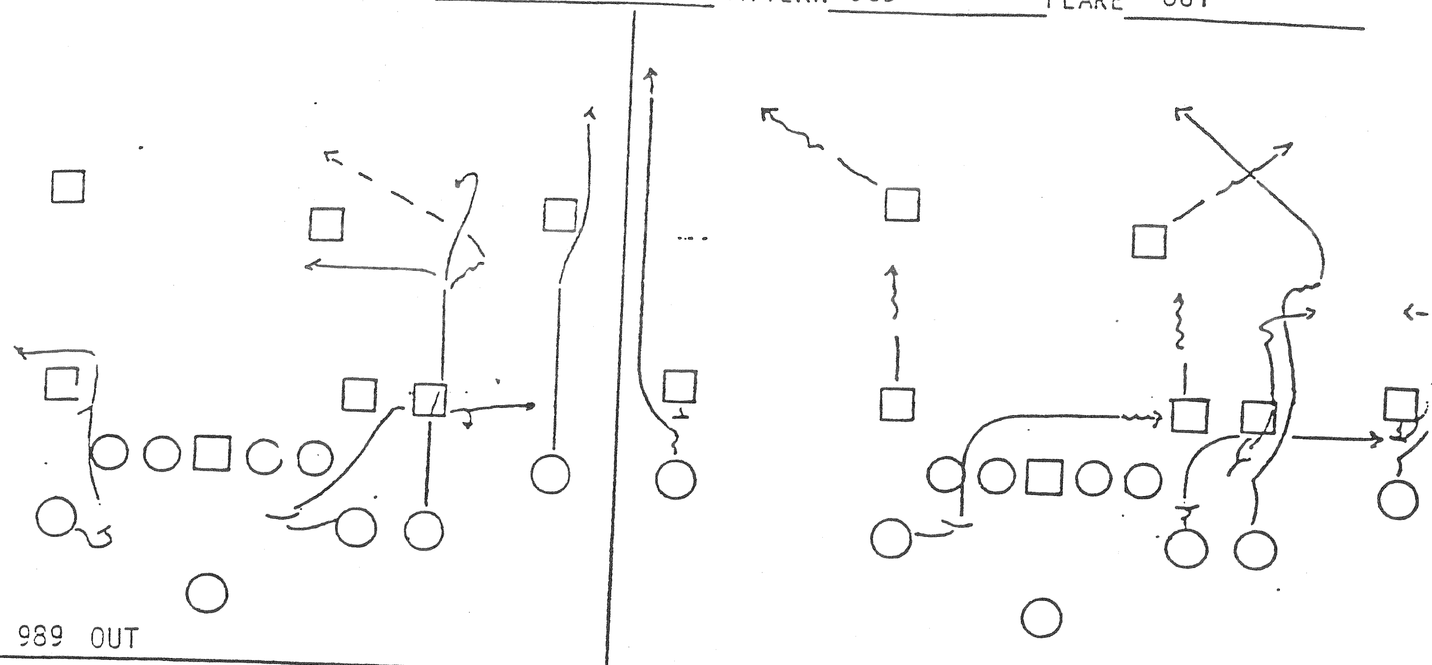
CHECK LBKR-FLARE. ALERT REX/LEO

CHECK LBKR-FLARE. ALERT REX/LEO

MATION ALERT:

IATION:

HOT GUN ATTACK: PROTECTION POCKET PATTERN 989 FLARE OUT



G. RT 989 OUT

OTECTION ALERT: POCKET VS 43/NKL. RIP VS 30
TUATION ALERT: BASIC PATTERN. Y MUST BE DECISIVE ON INSIDE 8
COVERED RULE: X=3
BLITZ: X=3/Y=BLITZ 8/Z=STICK/WB=MDM/SB=LBKR
BLIZT: Z=9/Y=3/X=STICK/WB=LBKR/SB=MDM
ERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX (ALERT ST BLITZ)
L UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

IC COACHING POINTS

: KNOW THE DOWN-DISTANCE/P.S.L. THE COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. KNOW WHEN Y IS COVERED/UNCOVERED. CHECK XB/WS AS PLAY DEVELOPS. PROGRESSION: BASIC-WORK Y TO CROSS/SNEAK. XB/WS READ SHOWS 1-ON-1. WK SIDE X TO CROSS/SNEAK. SOLO ON Y WORK Z TO CROSS/SNEAK. ALERT 66 LOOK WORK Z-Y TO CROSS/SNEAK.

BASIC 9 ROUTE. SPLIT RULE 9, BEST RELEASE VS CLOUD/BUMP. GET DEEP FAST.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

INSIDE 8 ROUTE. SPLIT 6 YDS, RELEASE OUTSIDE VS JAM/BUMP. MUST BE DECISIVE ON ALL ADJUSTMENTS.
KNOW BLITZ ADJUSTMENTS-4 FROM A SIDE

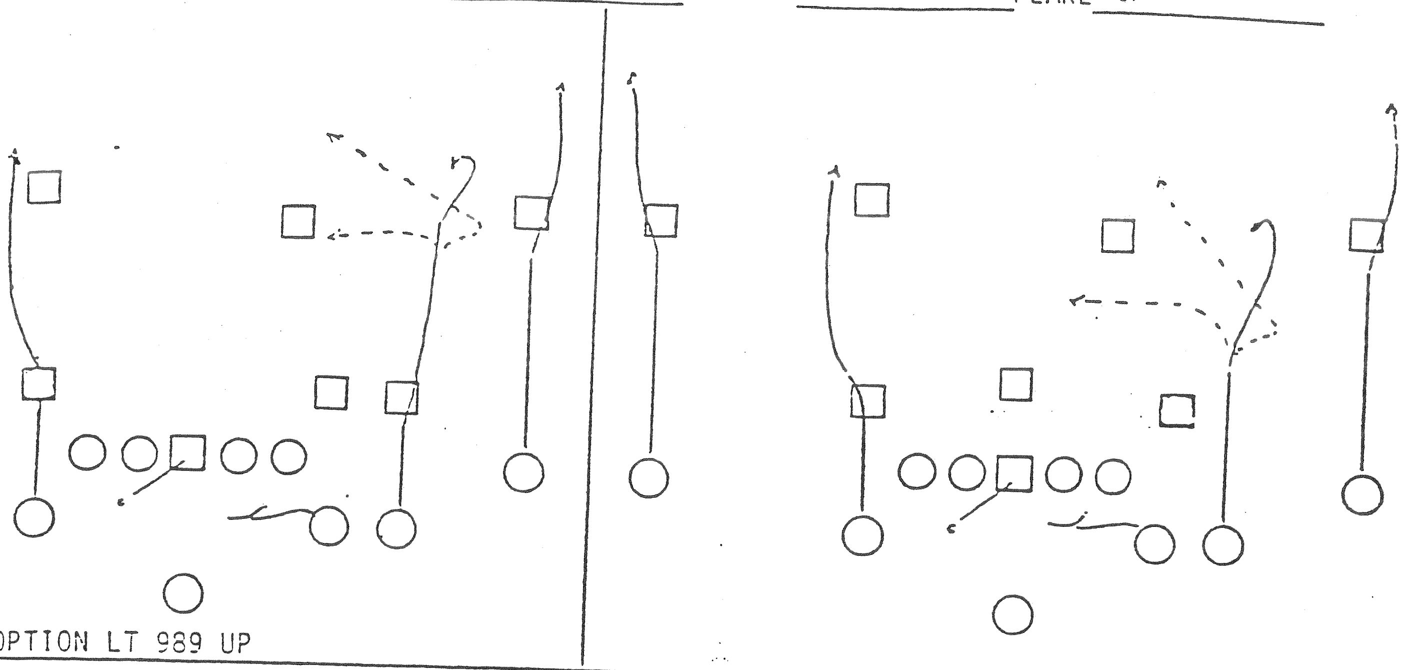
BASIC 9 ROUTE. SPLIT 2 YDS WIDER THE SPLIT RULE 9. BEST RELEASE VS CLOUD/BUMP. CANNOT BE HELD UP. SPRING DEEP. CATCH BALL OUTSIDE OF ORIGINAL POSITION.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

CHECK LBKR-OUT. ALERT REX/LEO

CHECK LBKR-OUT.

HOT GUN ATTACK: PROTECTION OPTION PATTERN 989 FLARE UP

NKL 2



3. RT OPTION LT 989 UP

)TECTION ALERT:	OPTION VS 43/NKL/30
TUAITON ALERT:	3R 13+ OR 3 DEEP ZONE
COVERED RULE:	STICK
BLITZ:	X=3/Y=BLTZ 8/Z=STICK/WB=BLOCK/SB=LBKR
BLITZ:	Z=9/Y=3/X=STICK/WB=LBKR/SB=MDM
ERLOAD:	WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
. UP:	LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

IC COACHING POINTS

P.S.L. THE COVER LOOK FOR LBKR/SAFETY COVERAGE ON INSIDE RECEIVERS. VS 6/7 DEF BKS JERSEY # DICTATES. CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: WK SIDE X-H/ST SIDE CHECK Z WORK Y

: BASIC 9 ROUTE. SPLIT 2 YDS WIDER THAN RULE 9. CANNOT BE HELD UP. BEST RELEASE VS CLOUD/BUMP. CATCH BALL OUTSIDE OF ORIGINAL ALIGNMENT.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

INSIDE 8 ROUTE. SPLIT 6 YDS. RELEASE OUTSIDE VS JAM/BUMP. MUST BE DECISIVE ON ALL ADJUSTMENTS.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

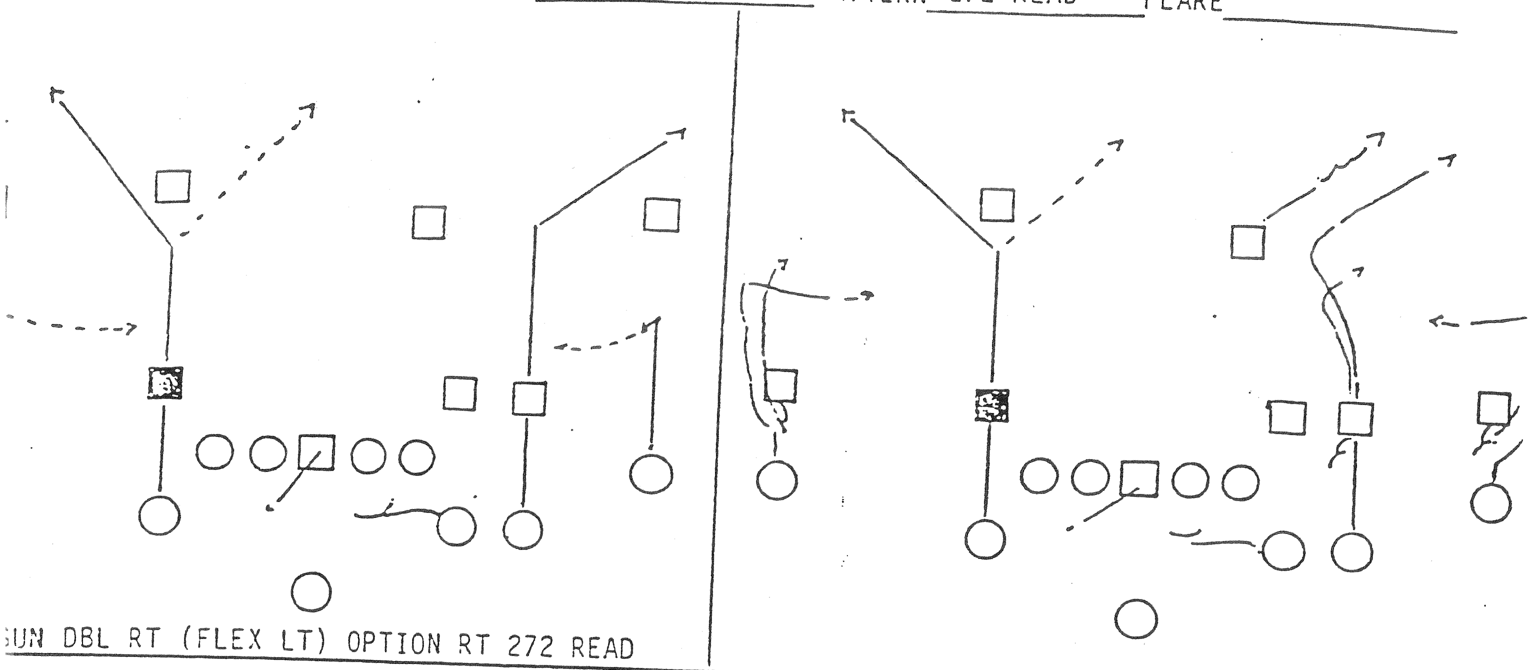
FREE RELEASE-UP. STAY IN THE SEAM

DUAL CHECK LBKR'S-STAY. ALERT GREEN DOG

MATION ALERT: GUN DBL/GUN FLEX K CALL

IATIONS:

GUN DBL/FLEX ATTACK: PROTECTION OPTION PATTERN 272 READ FLARE NKL



ᵢUN DBL RT (FLEX LT) OPTION RT 272 READ

ROTECTION ALERT: OPTION VS 43/NKL/30
ITUATION ALERT: BEAT LBKR COVERAGE ON WR. READ MUST BE DECISIVE
NCOVERED RULE:
K BLITZ: X=3/Y=BLTZ 8/Z=STICK/WB=BLOCK/SB=LBKR
T BLITZ: Z=9/Y=3/X=STICK/SB=MDM/WB=STICK
VERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
.L UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

B: P.S.L. THE COVER LOOK FOR LBKR/SAFETY COVERAGE ON INSIDE RECEIVERS. VS 6/7 DEF BKS JERSEY# DICTATES. CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: READ RECEIVER TO DELAY SAME SIDE

-Z: 2 DELAY ROUTE. SPLIT OUTSIDE THE #. DRIVE OFF TO 9-10 YDS AREA. KEY THE QB/DEFENSE FOR HITCH OR DELAY. BEST RELEASE VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

READ LBKR OVER RUN 7 OR 8. BEST RELEASE VS JAM/BUMP. SS OVER RUN DEEP 7 - FAST/MECHANICAL.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

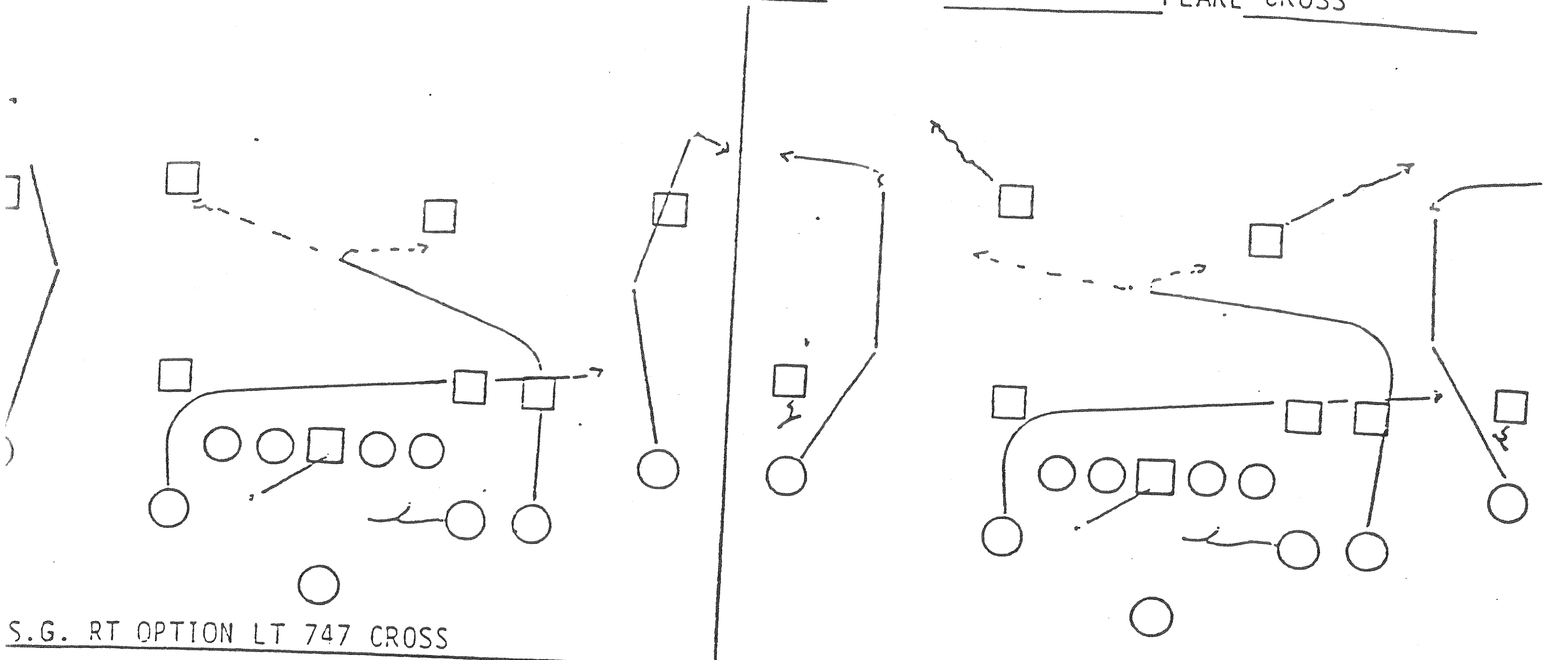
: FREE RELEASE-READ LBKR OVER RUN 7 OR 8. BEST RELEASE VS JAM/BUMP. SS OVER RUN DEEP CORNER. FAST/MECHANICAL. ALERT BLITZ: BLOCK XTRA RUSHER

: DUAL CHECK LBKR'S (NKL LOOK)-STAY. ALERT GREEN DOG

RMATION ALERT: GUN FLEX CALL IS OPT K 272 READ

RIATION:

SHOT GUN ATTACK: PROTECTION OPTION PATTERN 747 FLARE CROSS NKL 2



S.G. RT OPTION LT 747 CROSS

PROTECTION ALERT: OPTION VS 43/NKL. LIZ RIP VS 30
SITUATION ALERT: 3R 13+. PLUS TERRITORY
UNCOVERED RULE: X=3
WK BLITZ: X=3/Y=BLTZ 8/Z=STICK/WB=BLOCK/SB=LBKR
ST BLITZ: Z=9/¢=3/X=STICK/WB=LBKR/SB=MDM
OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX (ALERT ST BLITZ)
.L UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

B: KNOW THE DOWN-DISTANCE. P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: PICK A SIDE BY DOWN-DISTANCE, 3R 10 LESS WORK Z-CROSS. 3R 10+ WORK X-Y. ALERT FOR Y ADJUST

-Z: BASIC 7 ROUTE. SPLIT 2 YDS WIDER THAN SPLIT RULE 3. RELEASE INSIDE VS CLOUD. OUTSIDE VS BUMP.
KNOW BLITZ ADJUSTMENTS-4 FROM A SIDE

: INSIDE 4 ROUTE. DEEPER ON FAR SIDE-12-18 YDS. VS JAM/BUMP RELEASE OUTSIDE. MUST NOT BE HELD UP. PIVOT BACK ADJUSTMENT MUST BE DECISIVE. MAKE IT OVER THE BALL!
KNOW BLITZ ADJUSTMENTS-4 FROM A SIDE

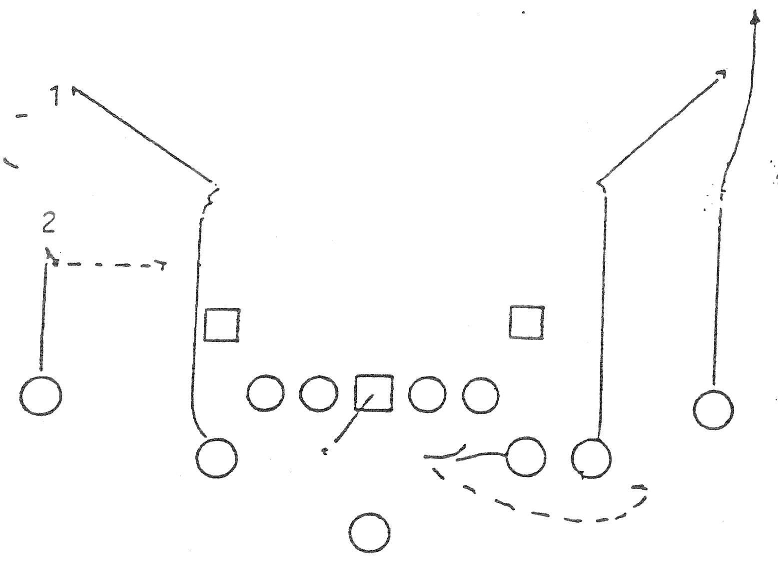
3: FREE RELEASE-CROSS. GET TO FAR SIDE 10 YDS DEEP

3: DUAL CHECK LBKR'S (NKL LOOK).

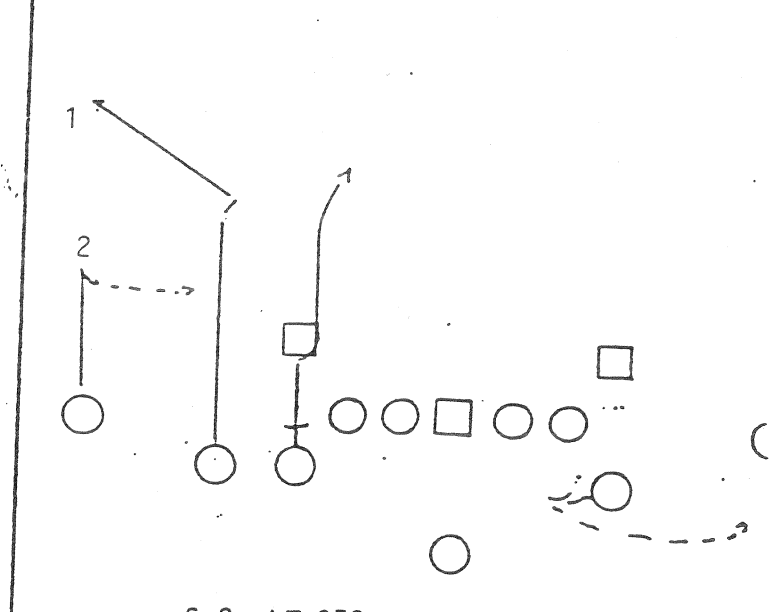
RMATION ALERT: GUN DBL/GUN FLEX USE K CALL

RIATION:

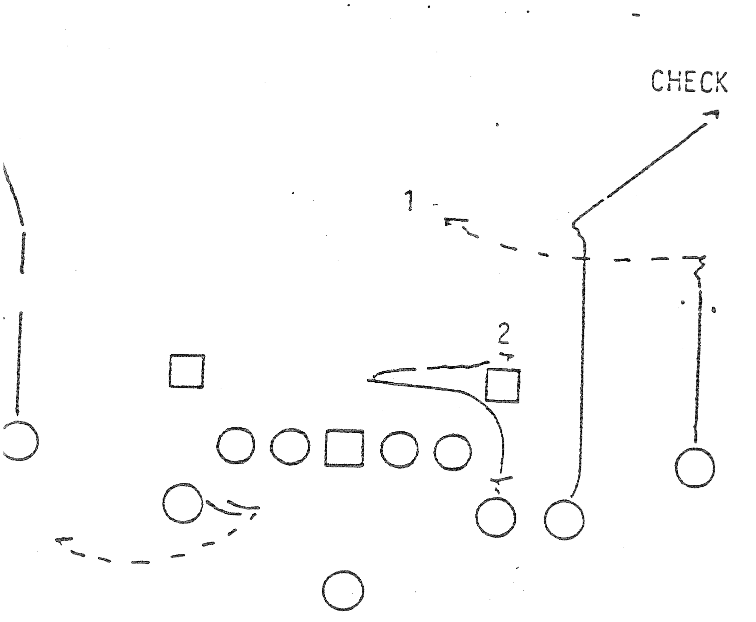
SHOT GUN DELAY/PICK



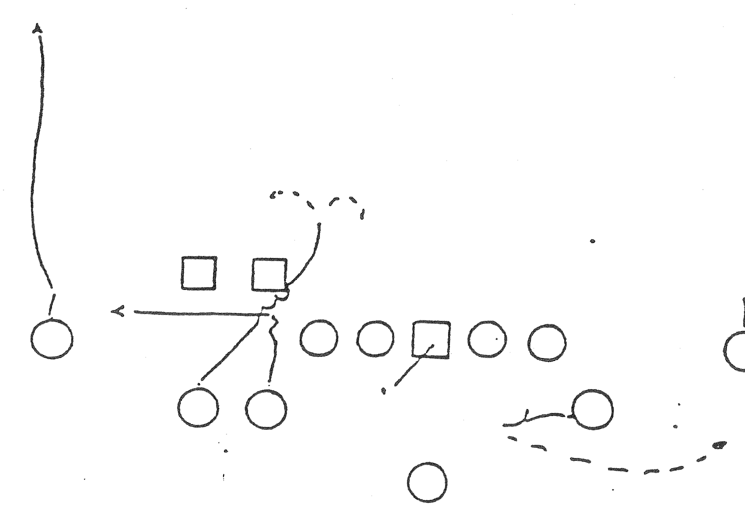
S.G. RT OPTION LT 279 DELAY/FAKE



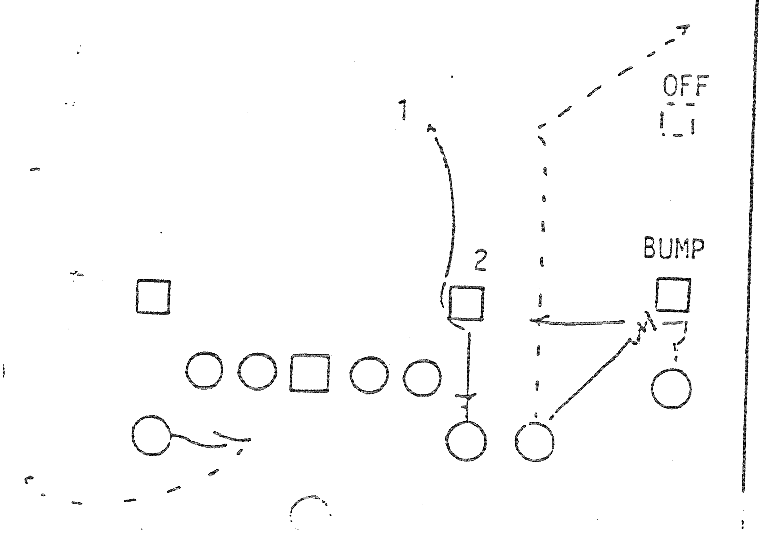
S.G. LT 972 DELAY/FAKE

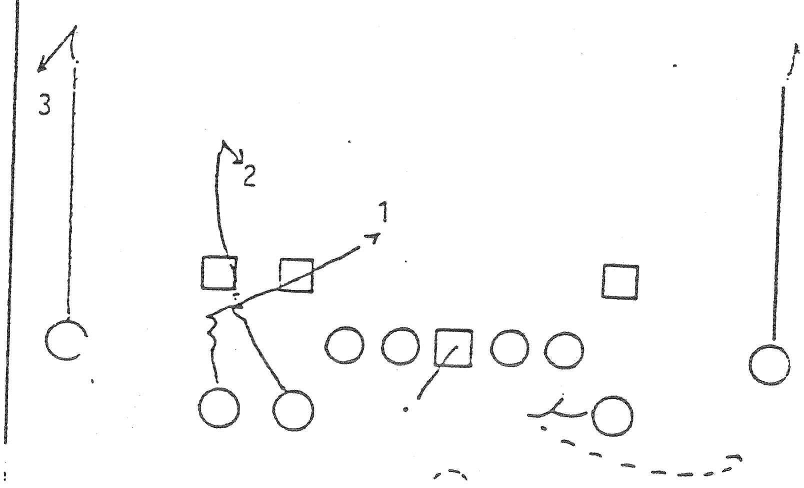


S.G. RT 974 DELAY F FAKE CROSS



S.G. LT OPTION LT PICK 29

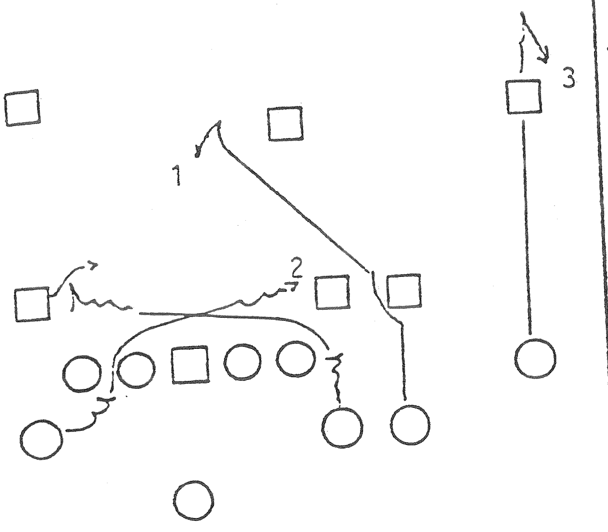




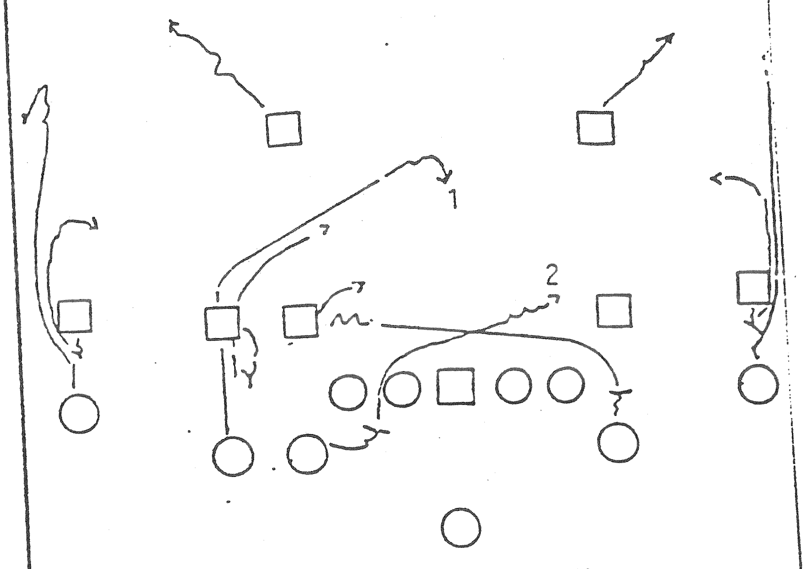
NKL 3

SHOT GUN PICK/RUB

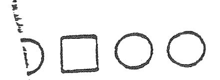
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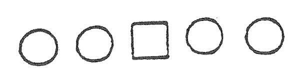


RT 565 F RUB SNEAK

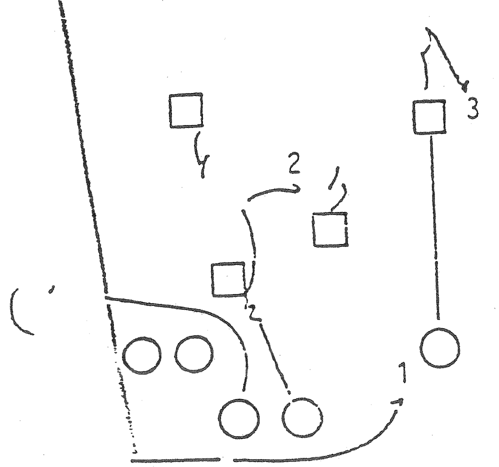


S.G. LT 565 H RUB SNEAK

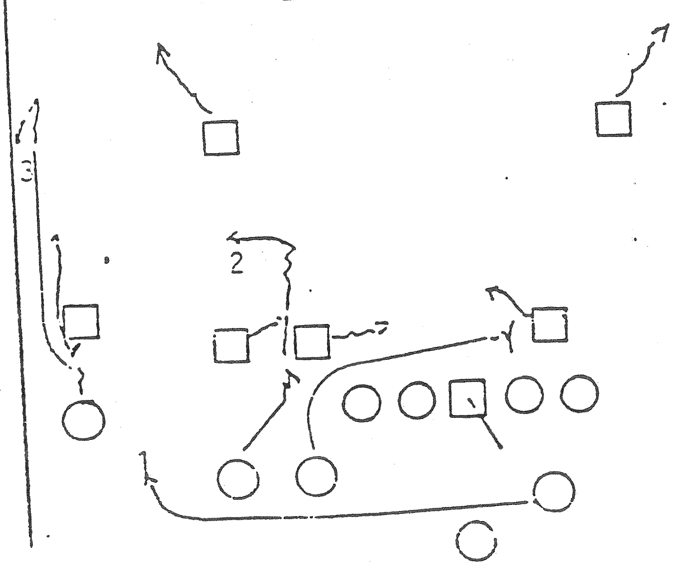




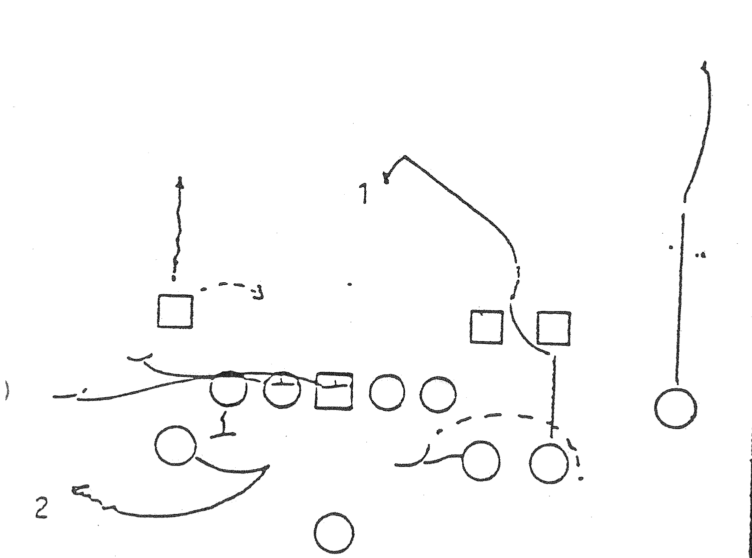
ROSE RAM



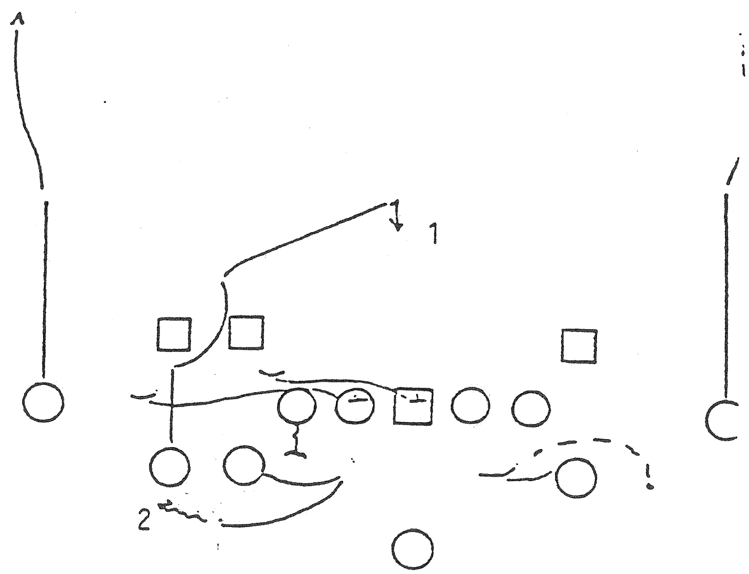
ALERT SALLY LION



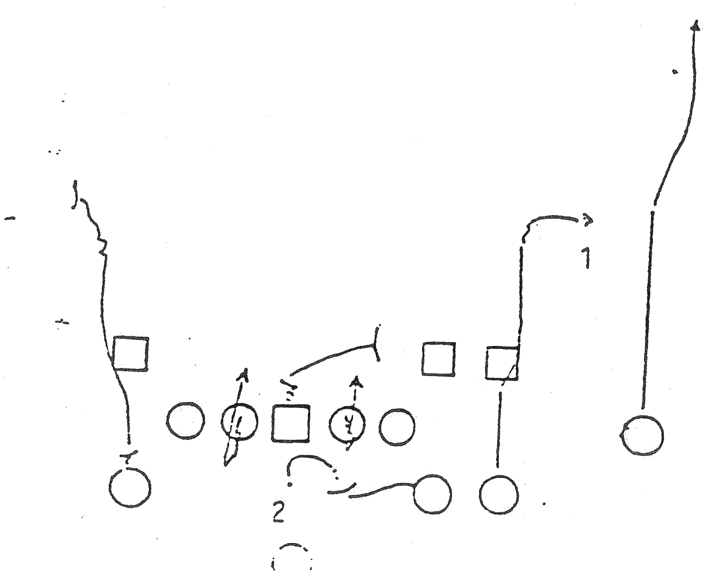
SHOT GUN DRAG/SCREEN



S.G. RT DRAG LT H 969



S.G. LT DRAG LT F 969



PASS GAME 1985

NICKEL

OPTION FAKE "O"68 SHOOT
OPTION 8 FK"O"4
OPTION 495/768 SCAT VS 30
OPTION CHOICE 495
OPTION F 694 CHOICE
OPTION 97"O" POST

653 F UP (RIP LIZ VS 30)
844 WIDE (RIP LIZ VS 30)/744 WIDE (LIZ RIP VS 30)
834 F IN (RIP LIZ VS 30)
"O"88 FLARE/288 H CROSS FLARE (LIZ RIP VS 30)
989 OUT (RIP/LIZ VS 30)
OPTION 272 READ/989 UP
OPTION 747 H CROSS SCAT VS 30
[illegible] RICKY-LUCKY

DELAY

OPTION 279 DELAY/FAKE WK SCAT VS 30
972 DELAY/FAKE ST
974 DELAY F FAKE CROSS

PICK

OPTION PICK 29/PICK 55 (FAKE)

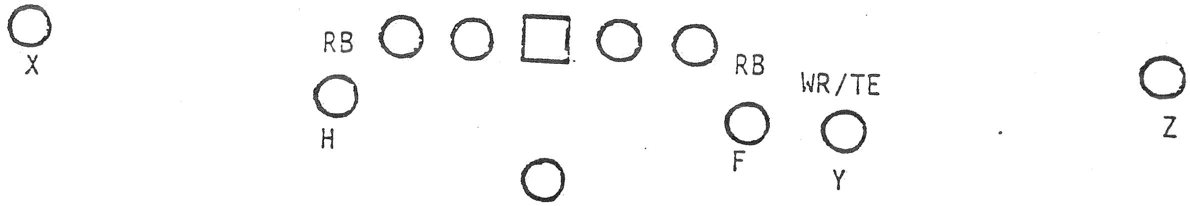
972 PICK (FAKE)
RAM LION DOUBLE PICK FLARE

SCREENS

WEAK-HB/ST FB 969
SCREEN MIDDLE FB 959
DRAG - HB; FB 969

SHOT GUN PASSES BY FORMATION/PROTECTION

SHOT GUN/RIFLE



OPTION FAKE "O"68 SHOOT
OPTION 495/768
OPTION CHOICE 495
OPTION 97"O" POST
OPTION 747 H CROSS
OPTION 989 UP

DELAYS

OPTION 279 DELAY/FAKE
972 DELAY/FAKE
974 DELAY F FAKE CROSS

SCREENS

DRAG WK HB/ST FB 969
MIDDLE SCREEN FB 959

GUN TRIPS

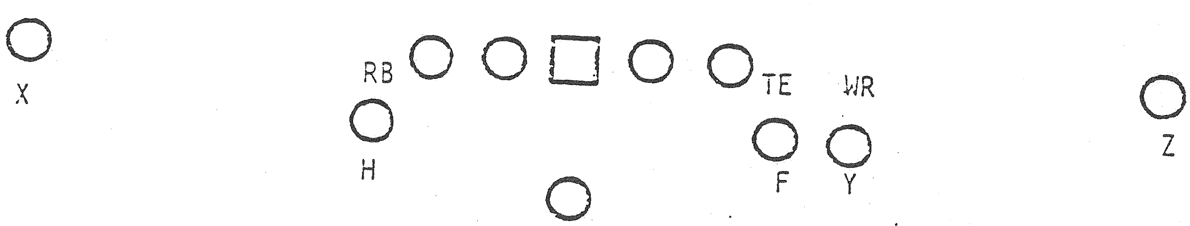
OPTION 8 FK "O"4 SHOOT
OPTION F 694 CHOICE
653 F UP
844 WIDE
834 F IN
989 OUT
"O"88 FLARE/288 H CROSS FL

PICKS

OPTION PICK 29
OPTION PICK 55/FAKE
972 PICK/FAKE
565 F RUB SNEAK
RAM/LION DBL PICK FLARE
(ROSE/SALLY)

SPECIAL

LION 734 H GET OPEN



OPTION "O"68 SHOOT
OPTION 495/353
OPTION CHOICE 495
OPTION 97"O" POST
OPTION 747 H CROSS
OPTION 989 UP
OPTION 768

DELAYS

OPTION 279 DELAY/FAKE
972 DELAY/FAKE
974 DELAY F FAKE CROSS

SCREENS

DRAG HB/FB 969

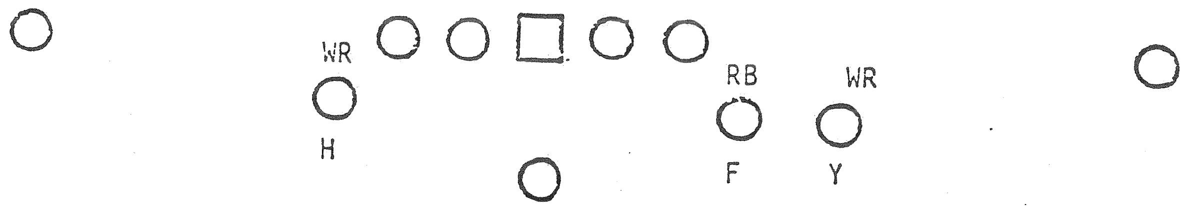
OPTION 8 FK "O"4
OPTION F
653 F (RIP)
844 WIDE (RIP)
834 F IN (RIP)
989 OUT
"O"88/288 CROSS FLARE

PICKS

OPTION PICK 29
OPTION PICK 55/FAKE
972 PICK/FAKE
RAM/LION DBL PICK FLARE

SHOT GUN PASSES -2

GUN DOUBLE (4 WR)



OPTION FAKE "O"68 SHOOT
OPTION 495/768
OPTION CHOICE 495
OPTION 97"O" POST
OPTION 747 H CROSS
OPTION 272 READ
OPTION 989 UP

DELAYS

OPTION 279 DELAY

653 F UP
844 WIDE

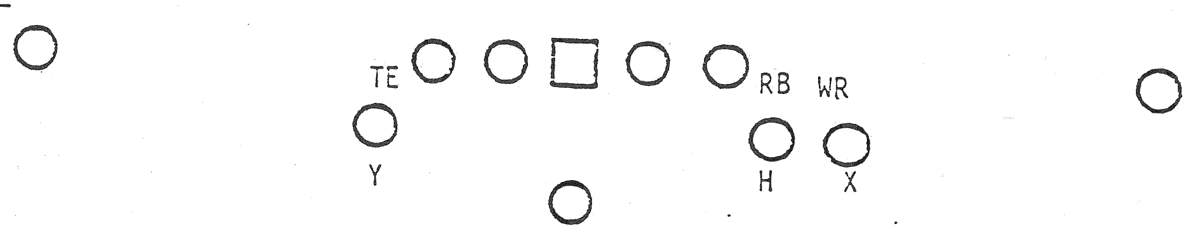
RAM/LION

653 F UP
844 WIDE
834 WIDE
7 FK 47 H CROSS
989 OUT
972 FK DELAY

PICKS

RAM/LION DBL PICK FLARE

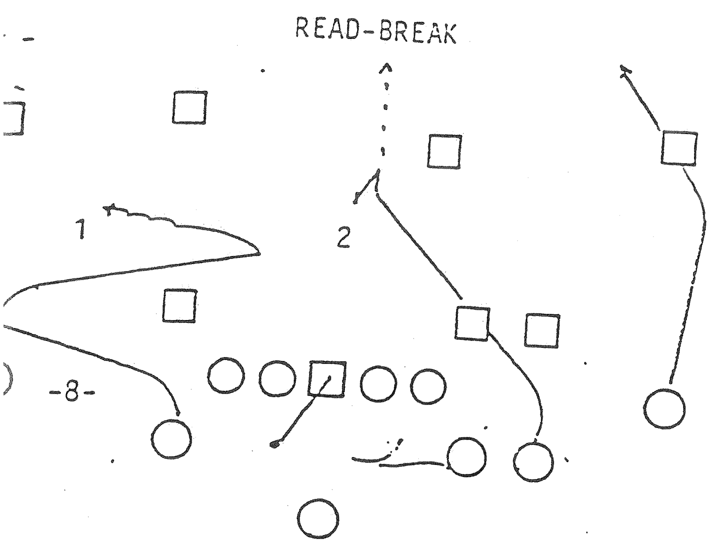
GUN FLEX



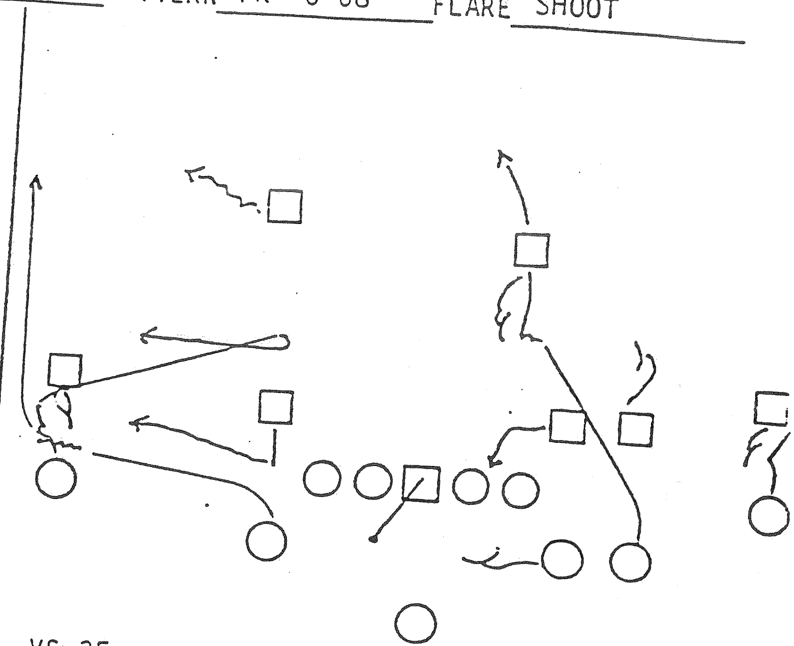
OPTION 495/353
OPTION K 97"O" POST
363 STOP
OPTION K 272 READ
OPTION K 989 UP

K 653 H IN
K 844 WIDE

SHOT GUN ATTACK: PROTECTION OPTION PATTERN FK "O"68 FLARE SHOOT NKL



S.G. RT OPTION LT FK"O"68 SHOOT



VS 35

PROTECTION ALERT: OPTION VS 43/NKL
SITUATION ALERT: WANT M-M/MUST ADJUST TO ZONE
JNCOVER RULE: Z= 3
WK BLITZ: X=3/Y=BLITZ 8/Z=STICK/WB=BLOCK/SB=LBKR
ST BLITZ: Z=9/Y=3/X=STICK/WB=STICK/SB-MDM
OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
'LL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

B: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: CHECK SHOOT. WORK X FK"O"-Y. ALERT Y READ-BREAK.

: FAKE "O' ROUTE 5-8 YDS. APLIT 6-8 YDS. DRIVE TO THE GUARD. ADJUST TO ZONE WHEN PIVOT OUT. VS CLOUD/BUMP MUST RELEASE INSIDE.
KNOW BLITZ ADJUST-4 FROM A SIDE!

INSIDE 6 ROUTE. AUTOMATIC READ-BREAK VS 6/3. BE STATIONARY. UNCOVER WHEN QB LOOKS TO YOU. VS BUMP, BEST RELEASE. DO NOT GO PAST THE CENTER ON 6 ROUTE OR BREAK-READ.
KNOW BLITZ ADJUST-4 FROM A SIDE!

BASIC 8 AT 12 YDS. SPLIT OUTSIDE THE #. VS CLOUD/BUMP RELEASE OUTSIDE AND SPRINT!
KNOW BLITZ ADJUST-4 FROM A SIDE!

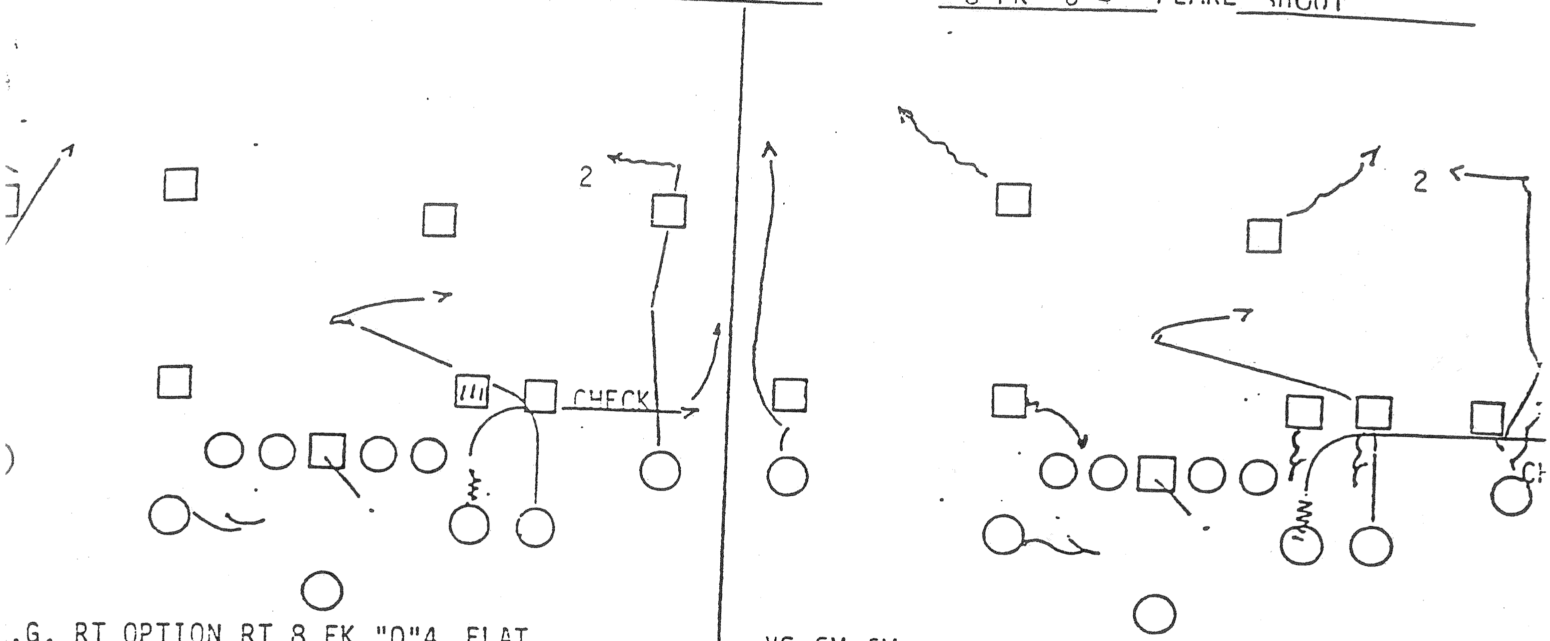
: DUAL CHECK LBKR'S (NKL LOOK)-STAY. ALERT GREEN DOG

: FREE RELEASE-SHOOT. ALERT WK BLITZ

:MATION ALERT: GUN DOUBLE

IATION:

'SHOT GUN ATTACK: PROTECTION OPTION PATTERN 8 FK "O"4 FLARE SHOOT



.G. RT OPTION RT 8 FK "O"4 FLAT

VS 6M 6M

ROTECTION ALERT: OPTION VS 43/NKL
ITUATION ALERT: WANT M-M/MUST BE ALERT FOR 3. ADJUST TO ZONE
NCOVERED RULE: X= 3
K BLITZ: X=3/Y=STICK/Z=BLTZ 8/WB=MDM/SB=WIDE
T BLITZ: Z=9/Y=3/X=STICK/SB=BLOCK/WB=LBKR
VERLOAD: WK=LEO CALL (ALERT WK BLITZ)
'L UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

'C COACHING POINTS

3: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE.
PROGRESSION: CHECK F WIDE. WORK Y-Z

: BASIC 8 ROUTE AT 12 YDS. SPLIT OUTSIDE THE #. VS CLOUD/BUMP RELEASE OUTSIDE AND SPRIN
KNOW BLITZ ADJUST-4 FROM A SIDE

FAKE "O" ROUTE 5-8 YDS. SPLIT 6 YDS, DRIVE TO THE GUARD. VS JAM INSIDE RELEASE. VS BUMP BEST RELEASE. ADJUST TO ZONE ON PIVOT OUT
KNOW BLITZ ADJUST-4 FROM A SIDE

BASIC 4 ROUTE AT 17-20 YDS. SPLIT OUTSIDE THE #. VS CLOUD RELEASE INSIDE. VS BUMP BEST RELEASE.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

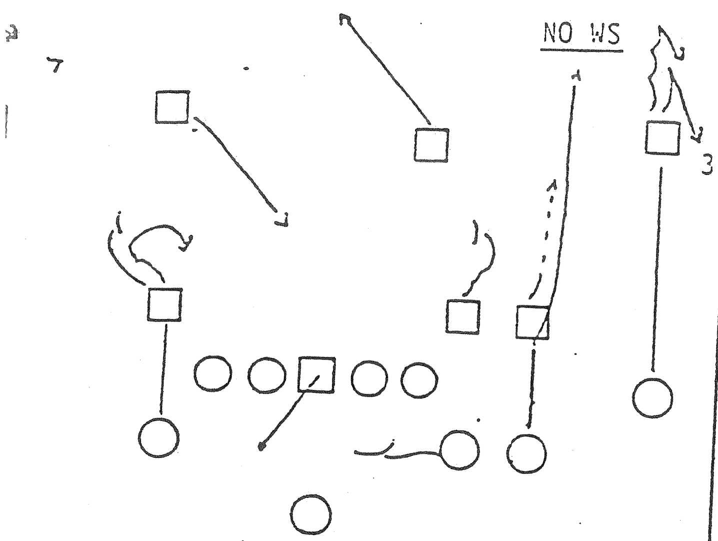
: FREE RELEASE-SHOOT. ALERT TO AVOID Y ON FK "O". ALERT ST BLITZ

: DUAL CHECK LBKR'S (NKL LOOK)-STAY. ALERT GREEN DOG

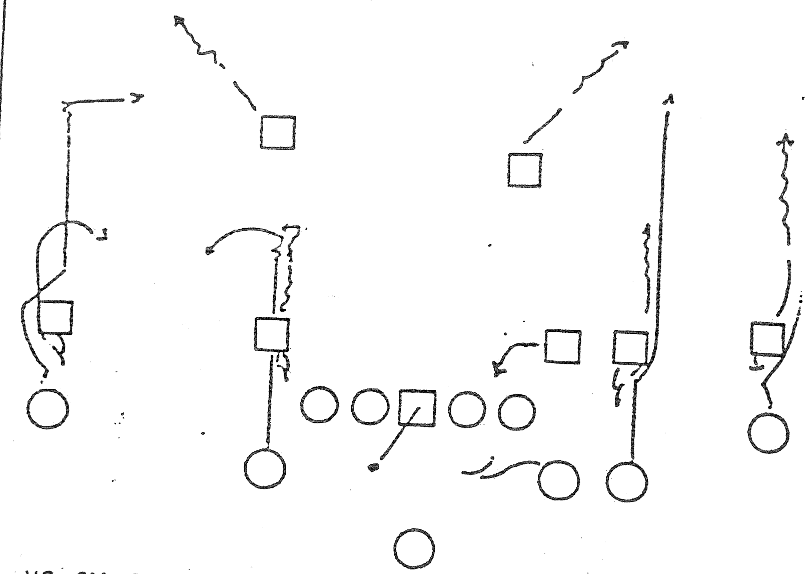
RMATION ALERT:

TATION:

SHOT GUN ATTACK: PROTECTION OPTION PATTERN 495 FLARE H OPTION



.G. RT OPTION LT 495



VS 6M 6M

ROTECTION ALERT: OPTION VS 43/NKL
ITUATION ALERT: GOOD VS ALL LOOKS. HB OPTION MUST ADJUST
NCOVERED RULE: Z=3
K BLITZ: X=3/Y=STICK/Z=BLITZ 8/WB=BLOCK/SB=LBKR
T BLITZ: Z=9/Y=3/X=STICK/WB=STICK/SB=MDM
VERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
.L UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

B: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: 3R 10 OR LESS WORK H OPTION TO X-4. 3R 10 + WORK X-4 TO H OPTION.
ALERT 2D NO WS FOR 9. Z-5 IS ALWAYS #3 LATE.

: BASIC 4 ROUTE 17-20 YDS. SPLIT OUTSIDE THE #. VS CLOUD RELEASE INSIDE. VS BUMP BEST RELEASE.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

INSIDE 9 ROUTE. SPLIT 6-7 YDS, SPRINT. VS JAM BEST RELEASE. MUST NOT BE HELD UP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

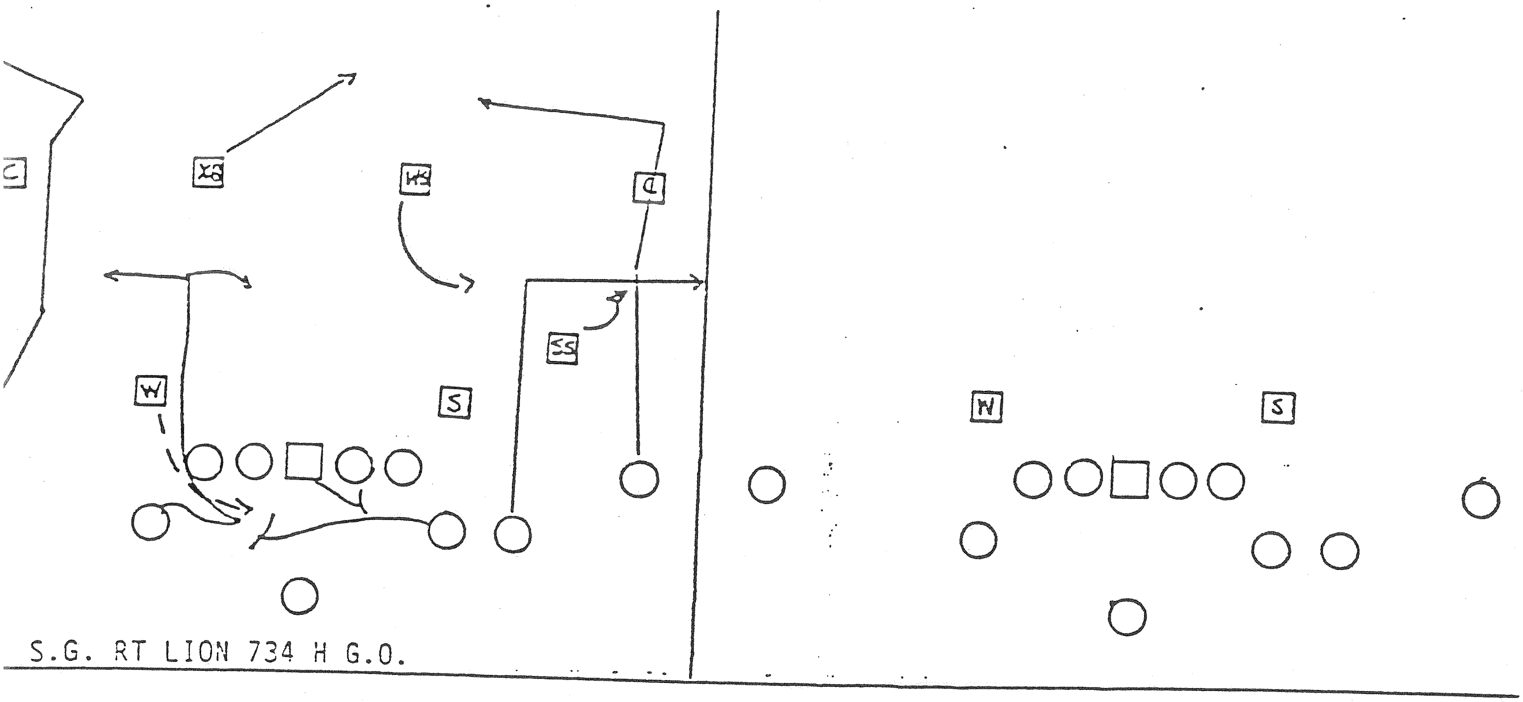
BASIC 5 ROUTE 17-20 YDS. SPLIT OUTSIDE THE #. VS CLOUD/BUMP MUST RELEASE OUTSIDE.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

: DUAL CHECK LBKR'S (NKL LOOK)-STAY. ALERT GREEN DOG

: FREE RELEASE-OPTION (10 YDS DEEP). MUST ADJUST TO COVER. ALERT WK BLITZ

RMATION ALERT: GUN DOUBLE/FLEX

IATION:



BASIC COACHING POINTS

QB: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WLB ARE.
PROGRESSION: WORK HB. BASIC WEAKSIDE PLAY.

X: DEEP 7 ROUTE. SPLIT OUTSIDE THE #. VS CLOUD RELEASE INSIDE - VS BUMP RELEASE OUTSIDE.
KNOW BLITZ ADJUSTMENT - 4 FROM A SIDE

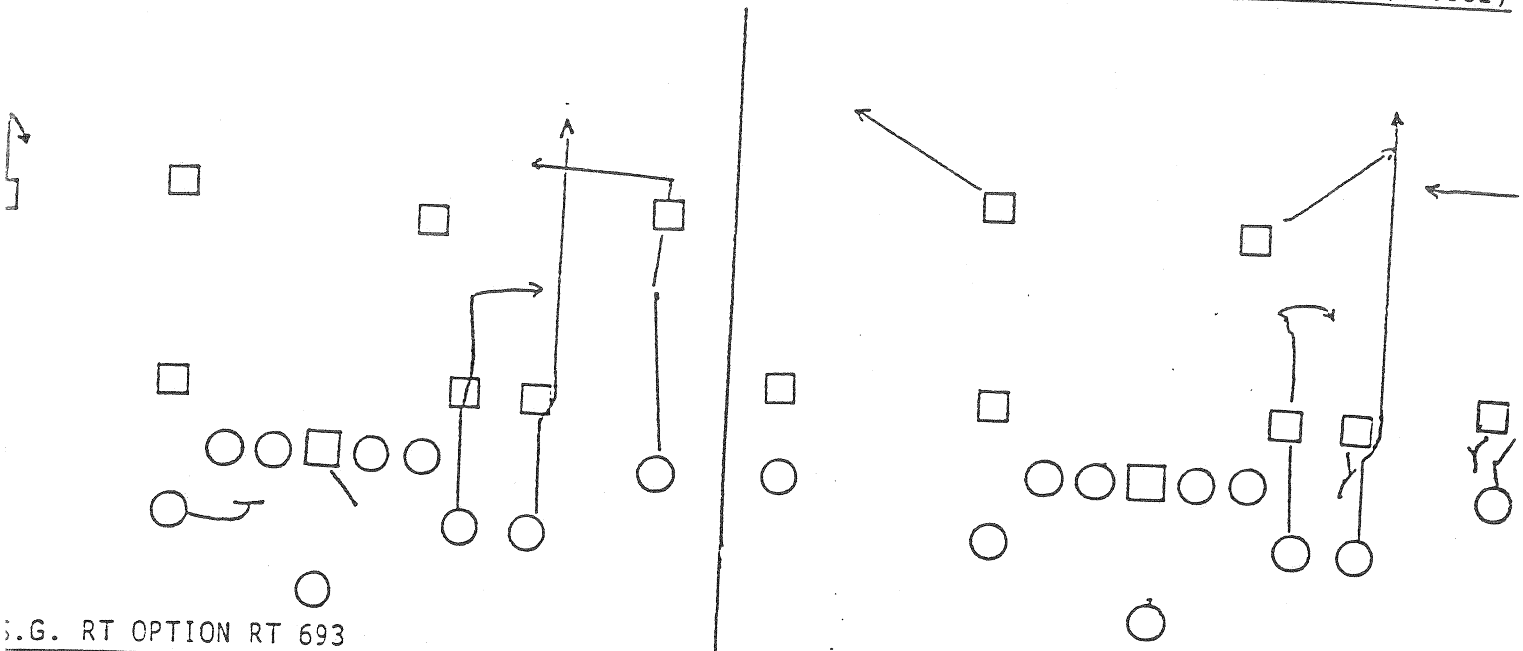
Y: INSIDE 3 ROUTE AT 10-12 YDS DEEP. RELEASE OUTSIDE VS JAM/BUMP. MUST NOT ADJUST ROUTE - RUN TO THE S.L.
KNOW BLITZ ADJUSTMENT - 4 FROM A SIDE

Z: BASIC 4 ROUTE AT 17-20 YDS. SPLIT OUTSIDE THE #. MUST NOT BE HELD UP VS CLOUD/BUMP. TAKE BEST RELEASE.
KNOW BLITZ ADJUSTMENT - 4 FROM A SIDE

HB: CHECK LBKER: VS GREEN DOG GET OPEN VS ZONE-WIDE.

FB: CHECK WILL: STAY

SHOT GUN ATTACK: PROTECTION OPTION PATTERN 694 FLARE F OPTION (CHOICE) NKL



S.G. RT OPTION RT 693

PROTECTION ALERT: OPTION VS 43/NKL
SITUATION ALERT: SOLO ON Y/6 ZONE LOCK Y/6M 6M
UNCOVERED RULE: STICK
WK BLITZ: X=3/Y BLTZ 8/Z=STICK/WB=MDM/SB=STICK
ST BLITZ: Z=9/Y=3/X=STICK/WB=LBKR/SB=BLOCK
OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
ALL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

BASIC COACHING POINTS

QB: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. X UNCOVERED CHECK XB/WS AS PLAY DEVELOPS. PROGRESSION: Z UNCOVERED WORK Z TO FB OPTION. Z COVERED WORK FB OPTION TO Z ON 4 ROUTE. P.S.L. NO CLEAR KEY SS! CAN WORK X-6 IF UNCOVERED. VERIFY BY XB KEY.

: DEEP 6 ROUTE 12-17 YDS. SPLIT OUTSIDE THE #. BENCH VS CLOUD/BUMP. KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

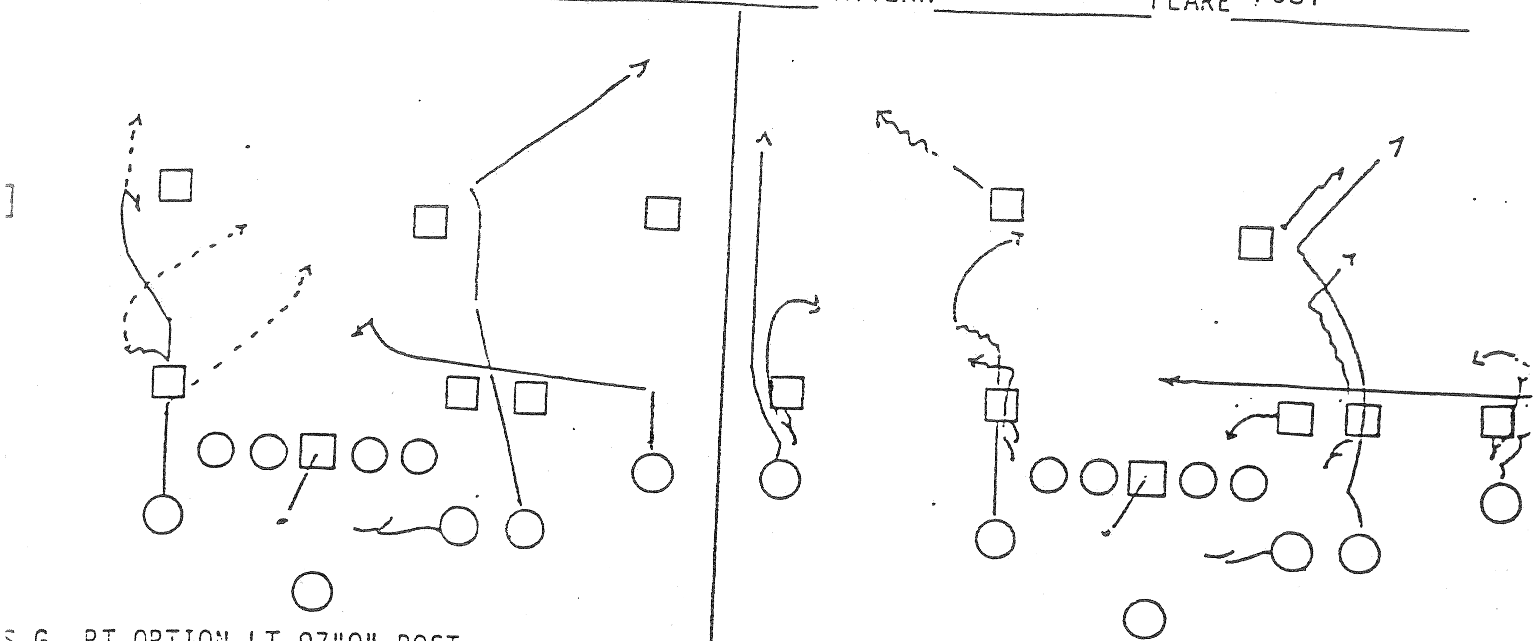
INSIDE 9 ROUTE. MUST RELEASE OUTSIDE VS JAM/BUMP. WIDE SPLIT. KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

BASIC 4 ROUTE. SPLIT 2 YDS WIDER THAN SPLIT RULE 4. MUST RELEASE OUTSIDE VS BUMP. VS CLOUD RELEASE INSIDE. KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

: FREE RELEASE-OPTION ROUTE MUST ADJUST TO COVER. ALERT ST BLITZ

: DUAL CHECK LBKR'S (NKL LOOK) - STAY. ALERT GREEN DOG

SHOT GUN ATTACK: PROTECTION OPTION PATTERN 97"O" FLARE POST NKL



S.G. RT OPTION LT 97"O" POST

VS 6M 6M

PROTECTION ALERT: OPTION VS 30/43/NKL
SITUATION ALERT: GOOD VS 6M 6M/POSSIBLE VS 35/ALERT 66 (ZONE)
UNCOVERED RULE: STICK
WK BLITZ: X=3/Y=BLTZ 8/Z=STICK/WB=BLOCK/SB=LBKR
ST BLITZ: Z=9/Y=3/X=STICK/WB=STICK/SB=MDM
OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
ALL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

B: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. KEY XB/WS AS PLAY DEVELOPS.
PROGRESSION: X COVERED KEY XB FOR X TO POST TO Z-"O". X UNCOVERED KEY XB FOR DBL ON RB/X. WORK SINGLED UP RECEIVER TO Z-"O". ALERT X UNCOVERED RULE

: BASIC 9 ROUTE. SPLIT 2 YDS OUTSIDE SPLIT RULE 9. VS CLOUD/BUMP BEST RELEASE. MUST GET DEEP FAST. CATCH BALL OUTSIDE OF ORIGINAL ALIGNMENT.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

: INSIDE 8, DEEP/FAST. SPLIT 6 YDS, RELEASE AT WS-GO GET HIM! VS JAM/BUMP BEST RELEASE. MUST NOT BE HELD UP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

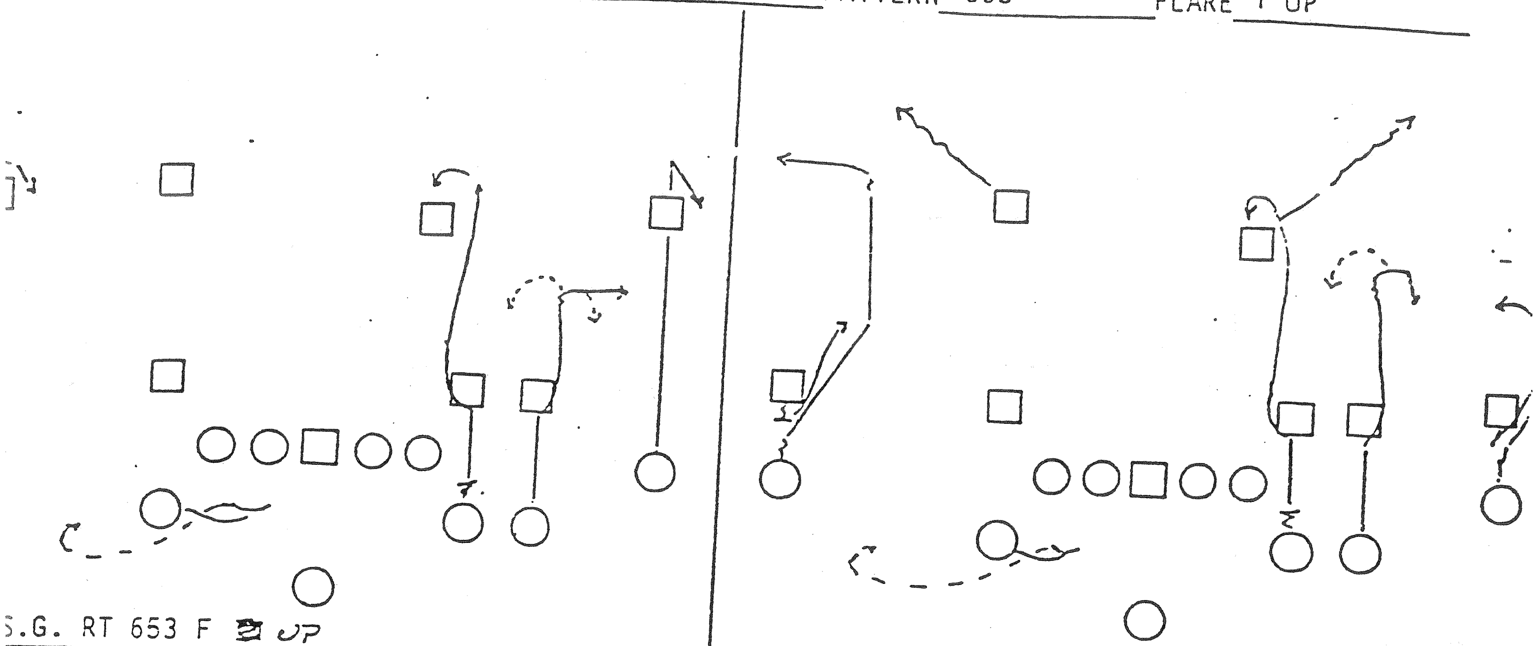
B: DUAL CHECK LBKR'S (NKL LOOK)-STAY. ALERT GREE DOG

: FREE RELEASE-POST. MUST ADJUST TO COVER. ALERT WK BLITZ

RMATION ALERT: GUN DOUBLE/FLEX

RIATION: GUN FLEX OPTION K 97"O" POST

SHOT GUN ATTACK: PROTECTION POCKET PATTERN 653 FLARE F UP NKL 22



PROTECTION ALERT: POCKET VS 43/NKL. ALERT RIP LIZ VS 30
SITUATION ALERT: BASIC PATTERN VS ALL COVERS
UNCOVERED RULE: STICK
WK BLITZ: X=3/Y=BLTZ 8?Z STICK/WB=MDM/SB=LBKR
ST BLITZ: X=6/Y=3/Z=9/WB=LBKR/SB=MDM
OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
ALL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

B: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. KNOW WHEN WR'S COVERED/UNCOVERED. X UNCOVERED KEY SB/WS-WR'S COVERED KEY STRONG SIDE.
PROGRESSION: Z UNCOVERED WORK Z-Y/Z COVERED WORK Y-Z.

DEEP 6 ROUTE AT 12-17 YDS. SPLIT OUTSIDE #. BENCH VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENTS-4 FROM A SIDE

INSIDE 5 ROUTE AT 12 YDS. TIGHTEN SPLIT. BE ALERT TO ZONE/JAM/BUMP/SOLO.
KNOW BLITZ ADJUSTMENTS-4 FROM A SIDE

KEY 3 ROUTE AT 15 YDS (8 STEPS). SPLIT 2 YDS WIDER THAN SPLIT RULE 3. MUST RELEASE OUTSIDE CLOUD/BUMP. VS BUMP-RUN TAKE TWO. VS HUMP/CLOUD DRIVE PAST 1ST DOWN AND PIVOT BACK TO S.L.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

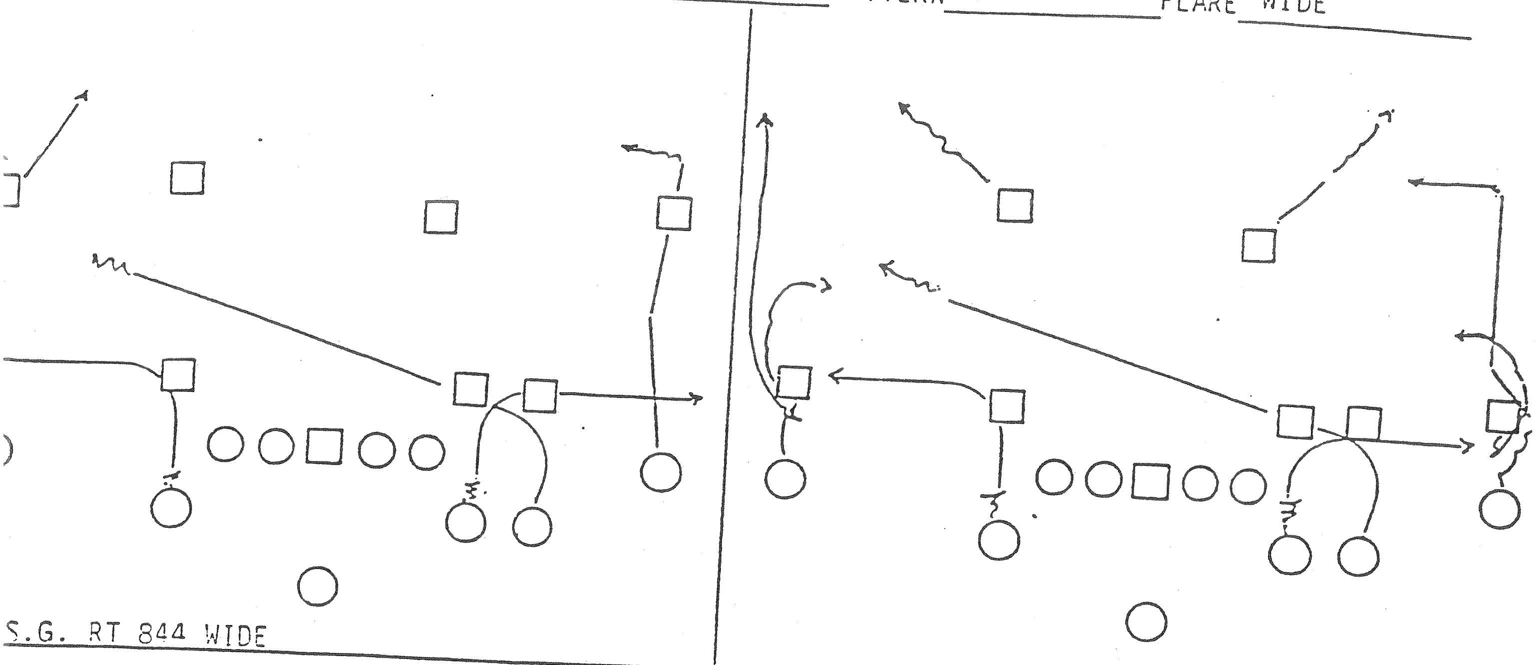
: CHECK LBKR-UP. MUST NOT BE PUSHED OUT INTO Y-5. ALERT REX/LEO

CHECK LBKR-SWING. ALERT LEO/REX

MATION ALERT:

IATION:

SHOT GUN ATTACK: PROTECTION POCKET PATTERN 844 FLARE WIDE NKL 2



S.G. RT 844 WIDE

PORTECTION ALERT: POCKET VS 43/NKL. RIP LIZ VS 30
SITUATION ALERT: BASIC PATTERN GOOD IF QB KEY Y 1ST
JNCOVERED RULE: X=6
WK BLITZ: X=3/Y=BLTZ/ 8/Z=STICK/WB=MDM/SB=LBKR
ST BLITZ: Z-9/Y=3/X=STICK/WB=LBKR/SB=MDM
OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
LL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

B: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS
KNOW WHERE XB/WS ARE. KNOW WHEN WR'S UNCOVERED
PROGRESSION: X UNCOVERED CHECK XB FOR 8. BASIC STRONG SIDE PLAY,
MUST KEY Y TO Z TO WIDE

: BASIC 8 ROUTE AT 12 YDS. SPLIT OUTSIDE THE #. RELEASE OUTSIDE VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

: INSIDE 4 ROUTE. TIGHTEN SPLIT, RUN FLAT 4-AVOID LBKR'S. CAN LULL ZONE ON FARSIDE.
DO NOT ADJUST VS SOLO/M-M. VS JAM/BUMP BEST RELEASE. GET ACROSS THE FIELD FAST!
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

BASIC 4 ROUTE AT 17-20 YDS. SPLIT OUTSIDE THE #. BEST RELEASE VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

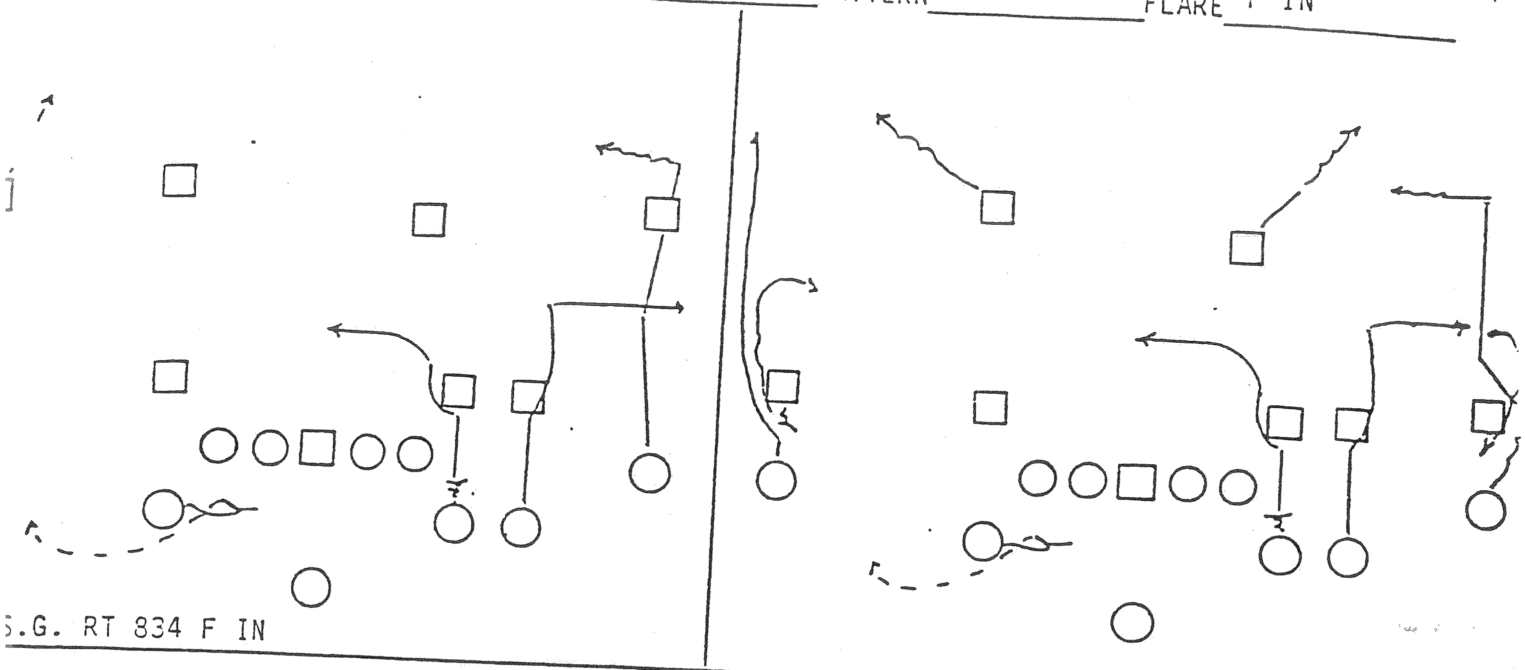
: CHECK LBKR-WIDE. ALERT REX/LEO CALL. MUST LET Y RELEASE 1ST

: CHECK LBKR-WIDE. ALERT LEO/REX CALL

RMATION ALERT: GUN DBL/FLEX

IATION: 744 WIDE (LIZ RIP VS 30)

SHOT GUN ATTACK: PROTECTION POCKET PATTERN 834 FLARE F IN NKL 2.



S.G. RT 834 F IN

PROTECTION ALERT: POCKET VS 43/NKL. RIP LIZ VS 30
SITUATION ALERT: COUNTER TO 44 COMBINATION. BEST VS M-M/ADJUST TO ZONE
UNCOVERED RULE: X=6
WK BLITZ: X-3/Y=BLTZ 8/Z=STICK/WB=MDM/SB=LBKR
ST BLITZ: Z=9/Y=3/X=STICK/WB=LBKR/SB=MDM
OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
FILL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

BASIC COACHING POINTS

QB: KNOW THE DOWN-DISTANCE/P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. KNOW WHEN WR'S UNCOVERED. PROGRESSION: X UNCOVERED CHECK XB FOR 8. BASIC STRONG SIDE PLAY. MUST KEY SS/CORNER FOR Y TO Z. BE ALERT FOR FIN VS 2 LBKR LOOK.

BASIC 8 ROUTE AT 12 YDS. SPLIT OUTSIDE THE #. RELEASE OUTSIDE VS CLOUD/BUMP. KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

3 ROUTE AT 10 YDS. SPLIT 6 YDS, RELEASE OUTSIDE VS JAM/BUMP. MUST NOT ADJUST ROUTE-RUN TO THE S.L. KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

BASIC 4 ROUTE AT 17-20 YDS. SPLIT OUTSIDE THE #. MUST NOT BE HELD UP VS CLOUD/BUMP. TAKE BEST RELEASE. KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

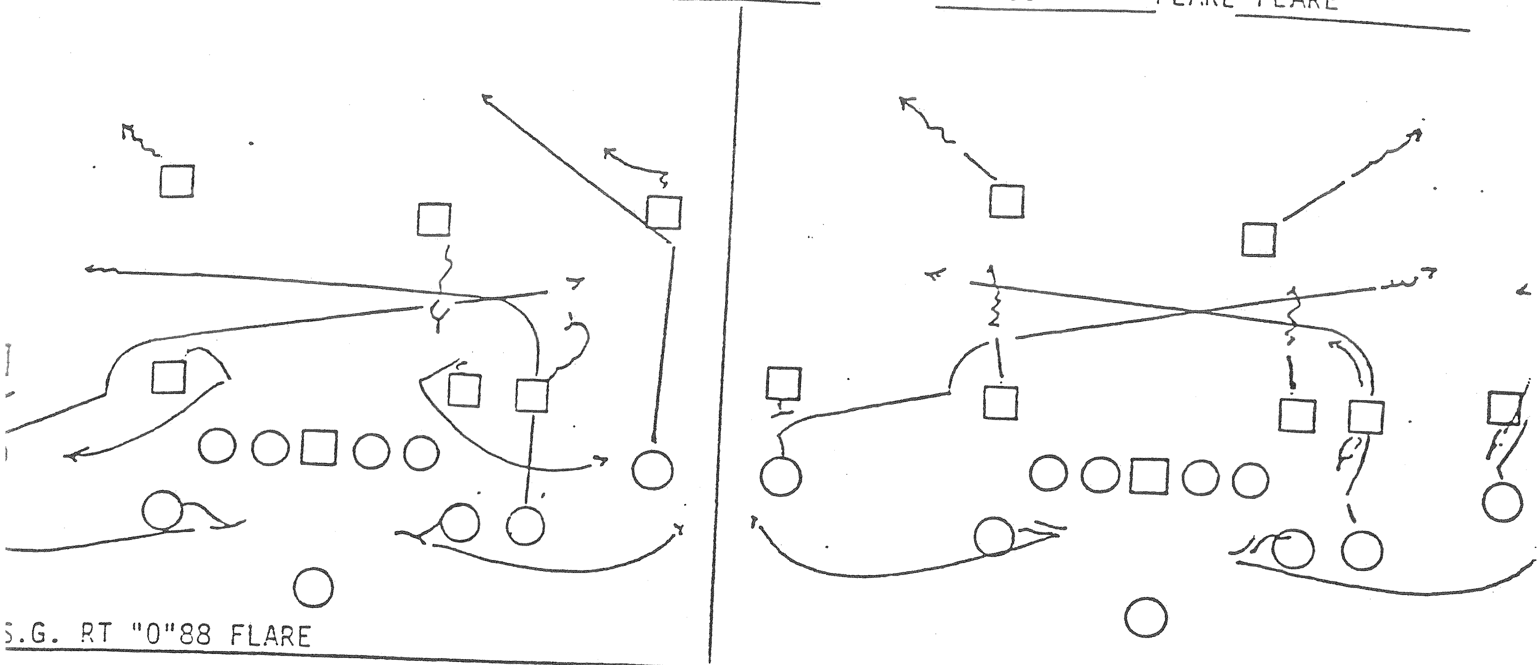
: CHECK LBKR-IN. ALERT REX/LEO

: CHECK LBKR-SWING. ALERT LEO/REX

FORMATION ALERT:

VARIATION:

SHOT GUN ATTACK: PROTECTION POCKET PATTERN "0"88 FLARE FLARE NKL 2



S.G. RT "0"88 FLARE

PROTECTION ALERT: POCKET VS 43/NKL/30
SITUATION ALERT: GOOD VS 35 CORNER OFF Z. MUST ADJUST TO 66 LOOK
UNCOVERED RULE: STICK
WK BLITZ: X=3/Y=DLTX 8/Z=STICK/SB=LBKR/WB=MDM
ST BLITZ: Z=9/Y=3/X=STICK/WB=LBKR/SB-MDM
OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
FILL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

BASIC COACHING POINTS

QB: KNOW THE DOWN-DISTANCE/P.S.L. THE COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. KNOW WHEN Z IS COVERED/UNCOVERED. CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: Z TO X TO FLARE

: "0"88 ROUTE 10-12 YDS FAR SIDE. SPLIT 6-8 YDS. RELEASE INSIDE VS CLOUD/BUMP. GET TO FAR SIDE (ALERT ZONE/M-M).
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

FLAT 8 ROUTE. SPLIT 6 YDS. RELEASE UPFIELD TO 10 YD AREA THEN BREAK FLAT. RELEASE OUTSIDE VS JAM/BUMP. DO NOT STOP!
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

BASIC 8 ROUTE AT 12 YDS. GET DEEP. SPLIT OUTSIDE THE #. PUSH THE CORNER OFF THEN BREAK. RELEASE OUTSIDE VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

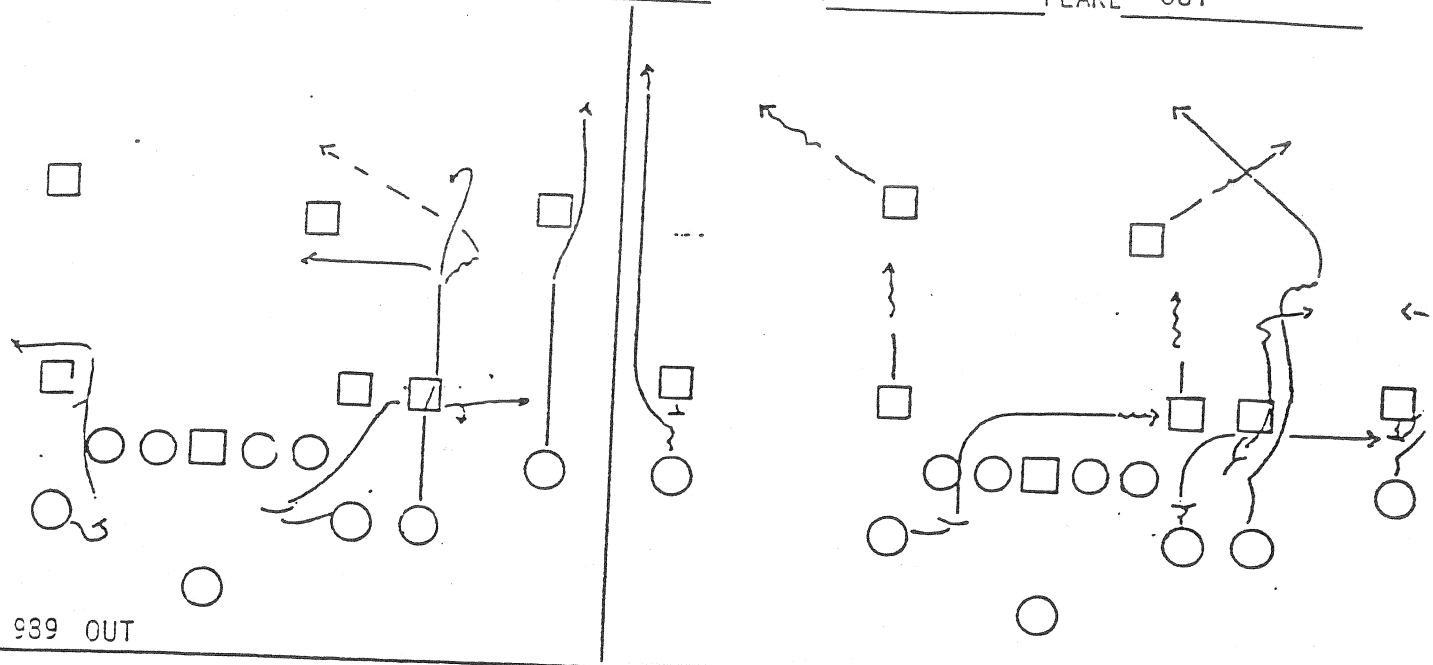
: CHECK LBKR-FLARE. ALERT REX/LEO

: CHECK LBKR-FLARE. ALERT REX/LEO

FORMATION ALERT:

VARIATION:

SHOT GUN ATTACK: PROTECTION POCKET PATTERN 989 FLARE OUT



.G. RT 989 OUT

ROTECTION ALERT: POCKET VS 43/NKL. RIP VS 30
TUATION ALERT: BASIC PATTERN. Y MUST BE DECISIVE ON INSIDE 8
ICOVERED RULE: X=3
BLITZ: X=3/Y=BLITZ 8/Z=STICK/WB=MDM/SB=LBKR
BLIZT: Z=9/Y=3/X=STICK/WB=LBKR/SB=MDM
ERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX (ALERT ST BLITZ)
. UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

IC COACHING POINTS

: KNOW THE DOWN-DISTANCE/P.S.L. THE COVER LOOK, BLITZ LOOK, OVERLOADS. KNOW WHERE XB/WS ARE. KNOW WHEN Y IS COVERED/UNCOVERED. CHECK XB/WS AS PLAY DEVELOPS. PROGRESSION: BASIC-WORK Y TO CROSS/SNEAK. XB/WS READ SHOWS 1-ON-1. WK SIDE X TO CROSS/SNEAK. SOLO ON Y WORK Z TO CROSS/SNEAK. ALERT 66 LOOK WORK Z-Y TO CROSS/SNEAK.

BASIC 9 ROUTE. SPLIT RULE 9, BEST RELEASE VS CLOUD/BUMP. GET DEEP FAST.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

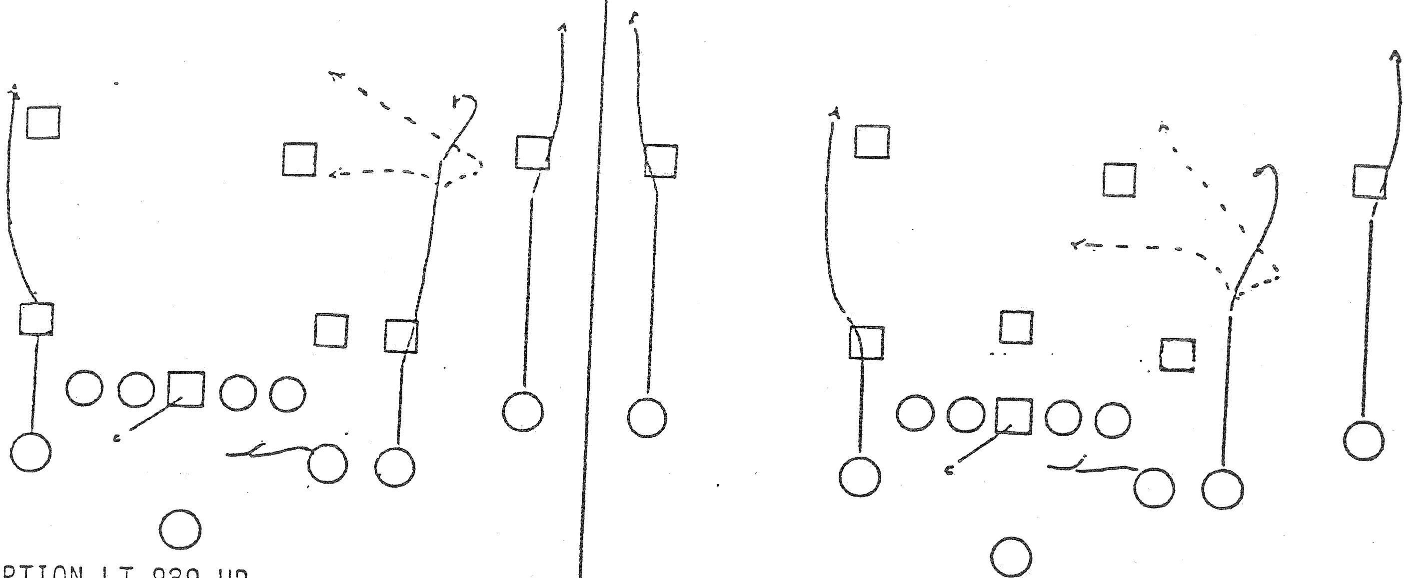
INSIDE 8 ROUTE. SPLIT 6 YDS, RELEASE OUTSIDE VS JAM/BUMP. MUST BE DECISIVE ON ALL ADJUSTMENTS.
KNOW BLITZ ADJUSTMENTS-4 FROM A SIDE

BASIC 9 ROUTE. SPLIT 2 YDS WIDER THE SPLIT RULE 9. BEST RELEASE VS CLOUD/BUMP. CANNOT BE HELD UP. SPRING DEEP. CATCH BALL OUTSIDE OF ORIGINAL POSITION.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

CHECK LBKR-OUT. ALERT REX/LEO

CHECK LBKR-OUT.

HOT GUN ATTACK: PROTECTION OPTION PATTERN 989 FLARE UP NKL 2



;. RT OPTION LT 989 UP

)TECTION ALERT: OPTION VS 43/NKL/30
'UAITON ALERT: 3R 13+ OR 3 DEEP ZONE
:OVERED RULE: STICK
BLITZ: X=3/Y=BLTZ 8/Z=STICK/WB=BLOCK/SB=LBKR
BLITZ: Z=9/Y=3/X=STICK/WB=LBKR/SB=MDM
RLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

IC COACHING POINTS

P.S.L. THE COVER LOOK FOR LBKR/SAFETY COVERAGE ON INSIDE RECEIVERS. VS 6/7 DEF BKS JERSEY # DICTATES. CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: WK SIDE X-H/ST SIDE CHECK Z WORK Y

: BASIC 9 ROUTE. SPLIT 2 YDS WIDER THAN RULE 9. CANNOT BE HELD UP. BEST RELEASE VS CLOUD/BUMP. CATCH BALL OUTSIDE OF ORIGINAL ALIGNMENT.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

INSIDE 8 ROUTE. SPLIT 6 YDS. RELEASE OUTSIDE VS JAM/BUMP. MUST BE DECISIVE ON ALL ADJUSTMENTS.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

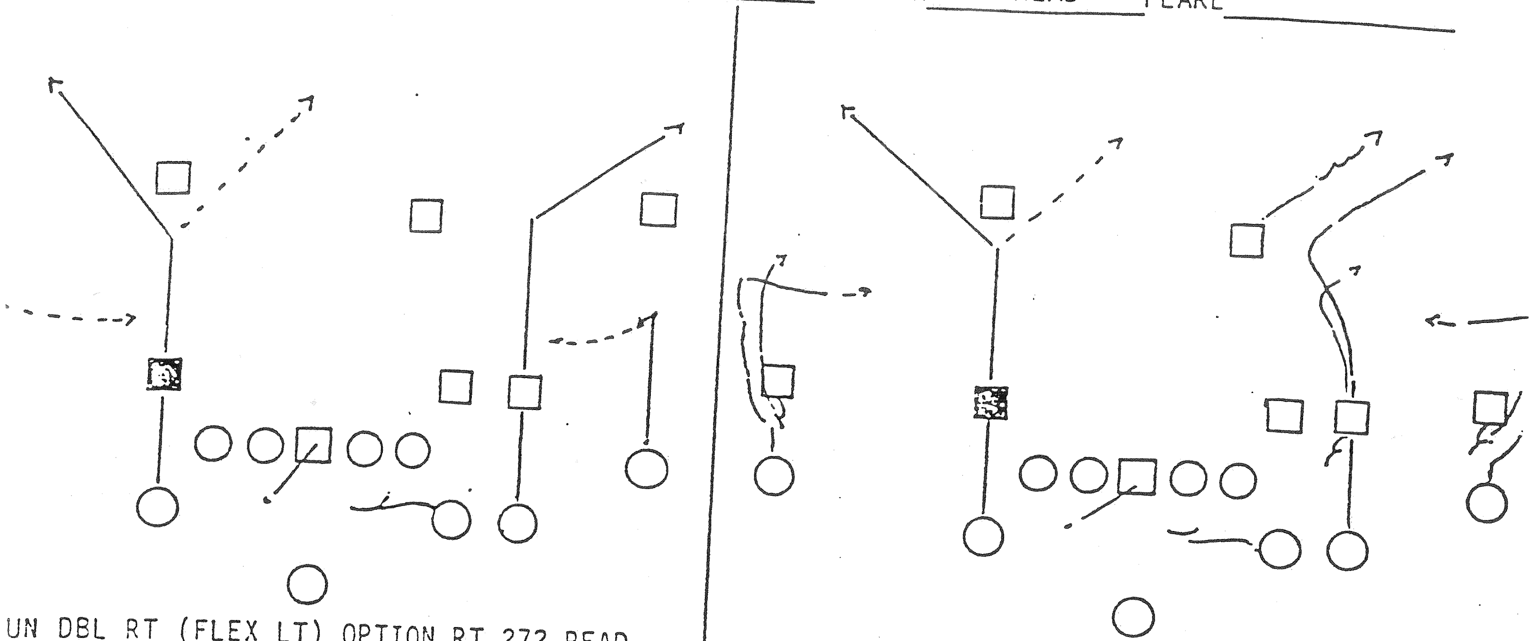
FREE RELEASE-UP. STAY IN THE SEAM

DUAL CHECK LBKR'S-STAY. ALERT GREEN DOG

ATION ALERT: GUN DBL/GUN FLEX K CALL

ATIONS:

GUN DBL/FLEX ATTACK: PROTECTION OPTION PATTERN 272 READ FLARE NKL.



UN DBL RT (FLEX LT) OPTION RT 272 READ

ROTECTION ALERT: OPTION VS 43/NKL/30
ITUATION ALERT: BEAT LBKR COVERAGE ON WR. READ MUST BE DECISIVE
NCOVERED RULE:
< BLITZ: X=3/Y=BLTZ 8/Z=STICK/WB=BLOCK/SB=LBKR
T BLITZ: Z=9/Y=3/X=STICK/SB=MDM/WB=STICK
/ERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX CALL (ALERT ST BLITZ)
L UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

: P.S.L. THE COVER LOOK FOR LBKR/SAFETY COVERAGE ON INSIDE RECEIVERS. VS 6/7 DEF BKS JERSEY# DICTATES. CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: READ RECEIVER TO DELAY SAME SIDE

Z: 2 DELAY ROUTE. SPLIT OUTSIDE THE #. DRIVE OFF TO 9-10 YDS AREA. KEY THE QB/DEFENSE FOR HITCH OR DELAY. BEST RELEASE VS CLOUD/BUMP.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

READ LBKR OVER RUN 7 OR 8. BEST RELEASE VS JAM/BUMP. SS OVER RUN DEEP 7 - FAST/MECHANICAL.
KNOW BLITZ ADJUSTMENT-4 FROM A SIDE

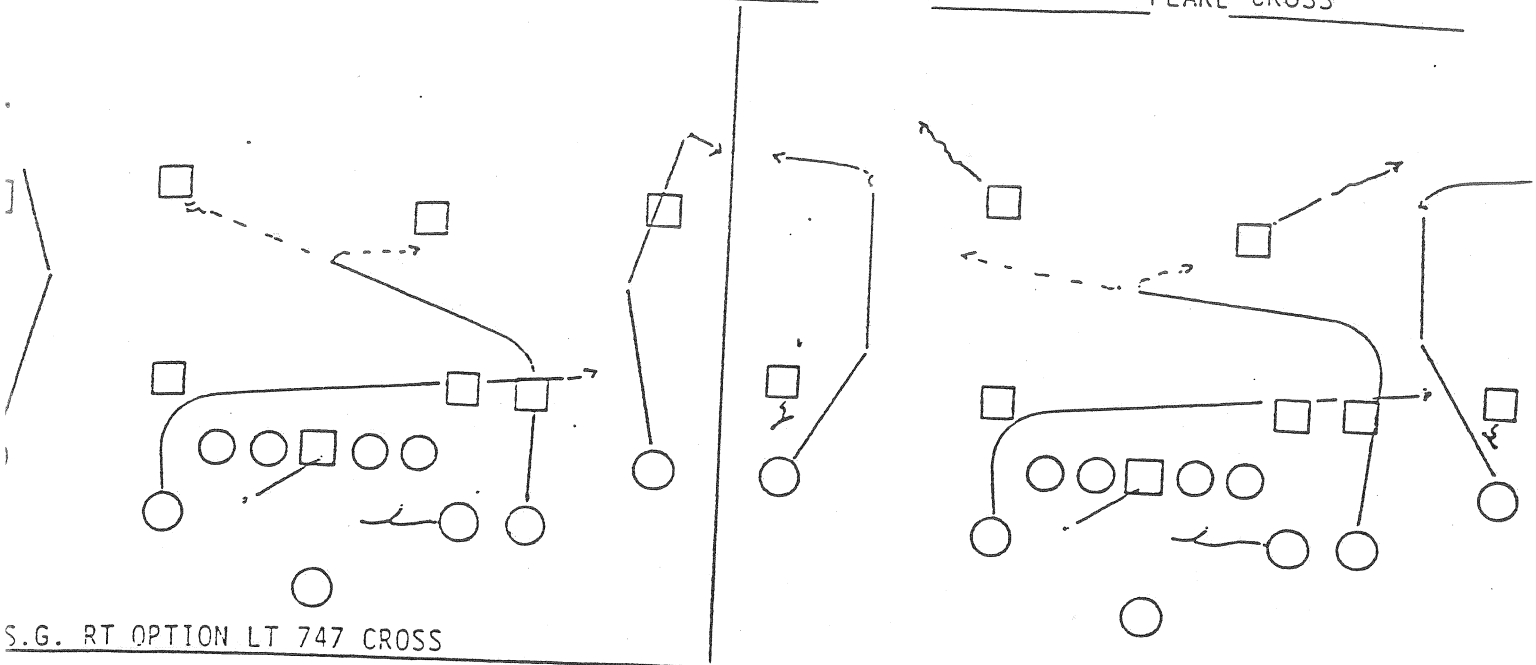
: FREE RELEASE-READ LBKR OVER RUN 7 OR 8. BEST RELEASE VS JAM/BUMP. SS OVER RUN DEEP CORNER. FAST/MECHANICAL. ALERT BLITZ: BLOCK XTRA RUSHER

DUAL CHECK LBKR'S (NKL LOOK)-STAY. ALERT GREEN DOG

MATION ALERT: GUN FLEX CALL IS OPT K 272 READ

IATION:

SHOT GUN ATTACK: PROTECTION OPTION PATTERN 747 FLARE CROSS NKL



S.G. RT OPTION LT 747 CROSS

PROTECTION ALERT: OPTION VS 43/NKL. LIZ RIP VS 30
SITUATION ALERT: 3R 13+. PLUS TERRITORY
UNCOVERED RULE: X=3
WK BLITZ: X=3/Y=BLTZ 8/Z=STICK/WB=BLOCK/SB=LBKR
ST BLITZ: Z=9/¢=3/X=STICK/WB=LBKR/SB=MDM
OVERLOAD: WK=LEO CALL (ALERT WK BLITZ) ST=REX (ALERT ST BLITZ)
LL UP: LEO CALL (PROTECT LT) ALL RECEIVERS ALERT BLITZ

SIC COACHING POINTS

B: KNOW THE DOWN-DISTANCE. P.S.L. COVER LOOK, BLITZ LOOK, OVERLOADS. CHECK XB/WS AS PLAY DEVELOPS.
PROGRESSION: PICK A SIDE BY DOWN-DISTANCE, 3R 10 LESS WORK Z-CROSS. 3R 10+ WORK X-Y. ALERT FOR Y ADJUST

-Z: BASIC 7 ROUTE. SPLIT 2 YDS WIDER THAN SPLIT RULE 3. RELEASE INSIDE VS CLOUD. OUTSIDE VS BUMP.
KNOW BLITZ ADJUSTMENTS-4 FROM A SIDE

: INSIDE 4 ROUTE. DEEPER ON FAR SIDE-12-18 YDS. VS JAM/BUMP RELEASE OUTSIDE. MUST NOT BE HELD UP. PIVOT BACK ADJUSTMENT MUST BE DECISIVE. MAKE IT OVER THE BALL!
KNOW BLITZ ADJUSTMENTS-4 FROM A SIDE

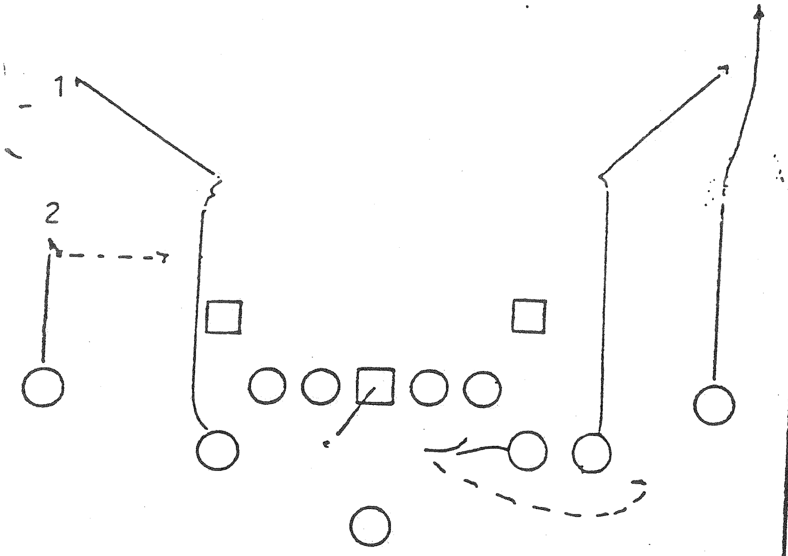
B: FREE RELEASE-CROSS. GET TO FAR SIDE 10 YDS DEEP

B: DUAL CHECK LBKR'S (NKL LOOK).

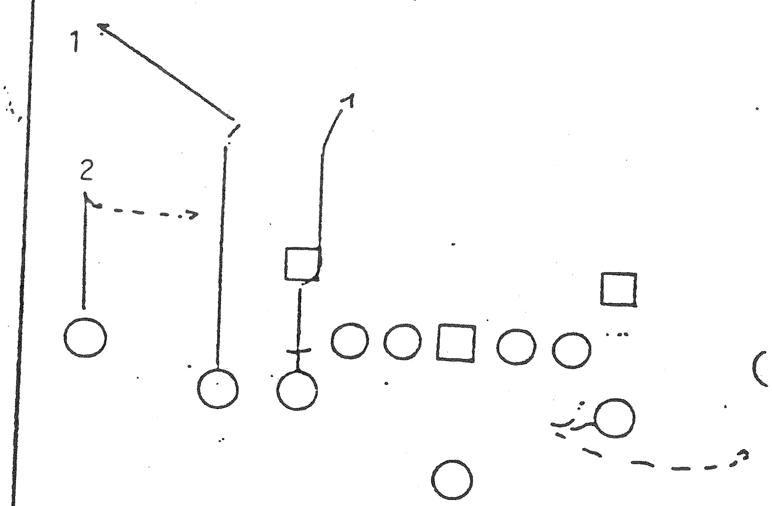
RMATION ALERT: GUN DBL/GUN FLEX USE K CALL

RIATION:

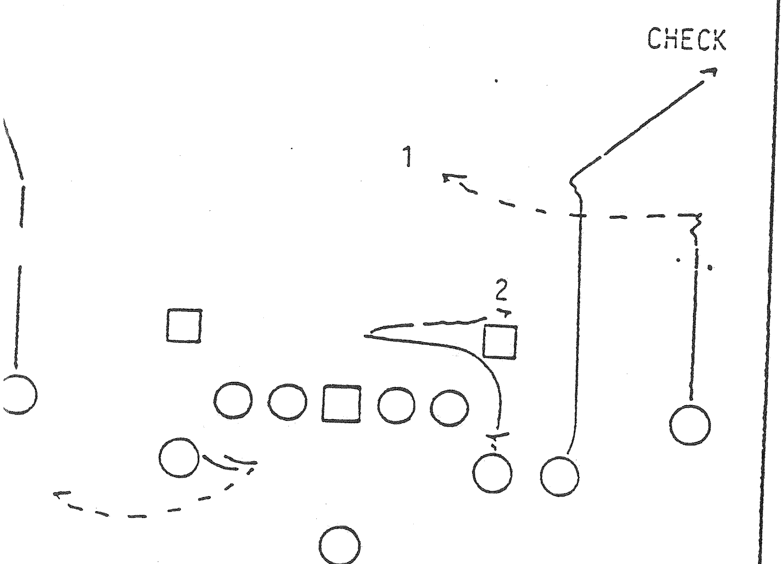
SHOT GUN DELAY/PICK



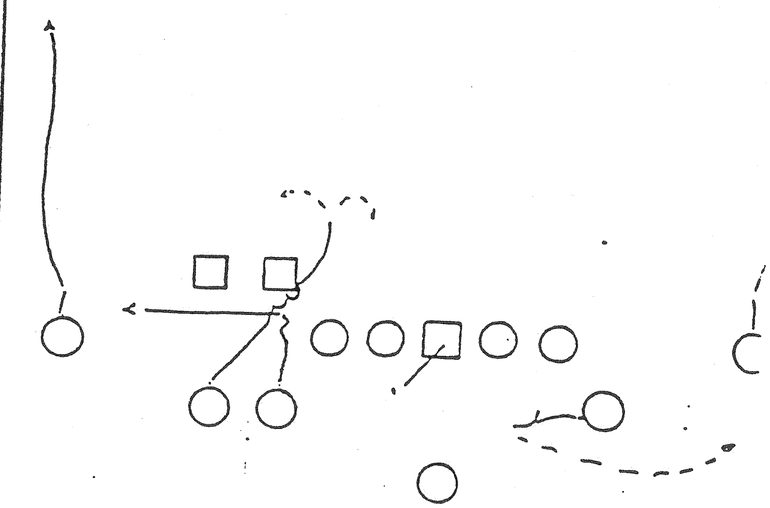
S.G. RT OPTION LT 279 DELAY/FAKE



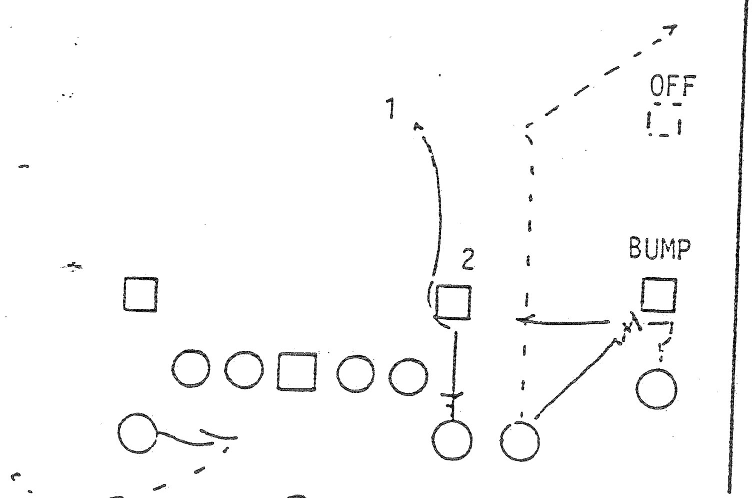
S.G. LT 972 DELAY/FAKE

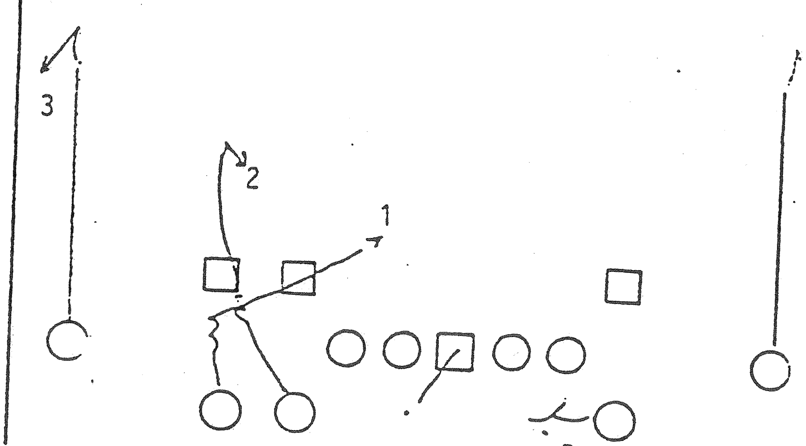


S.G. RT 974 DELAY F FAKE CROSS



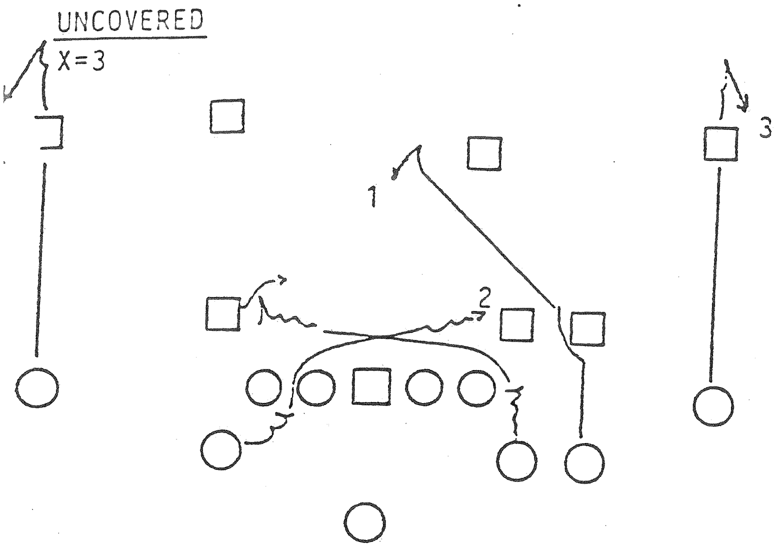
S.G. LT OPTION LT PICK 29



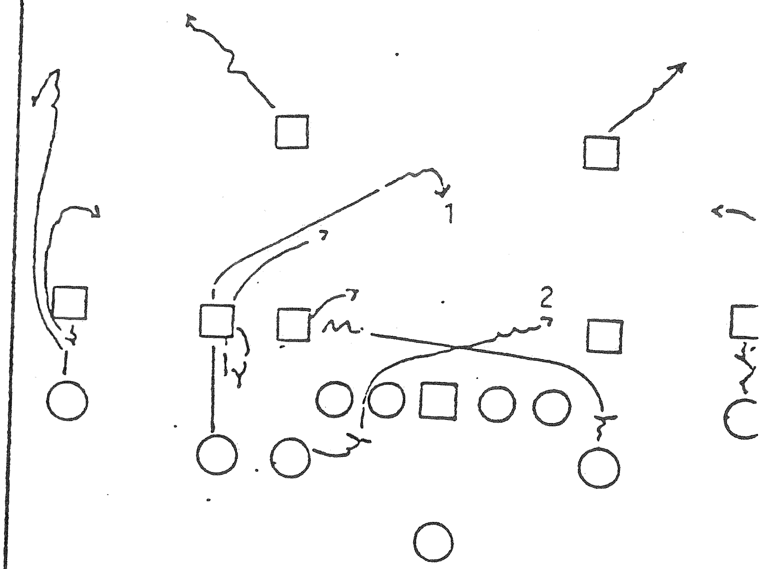


SHOT GUN PICK/RUB

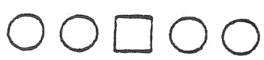
NKL :

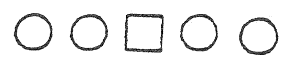


S.G. RT 565 F RUB SNEAK

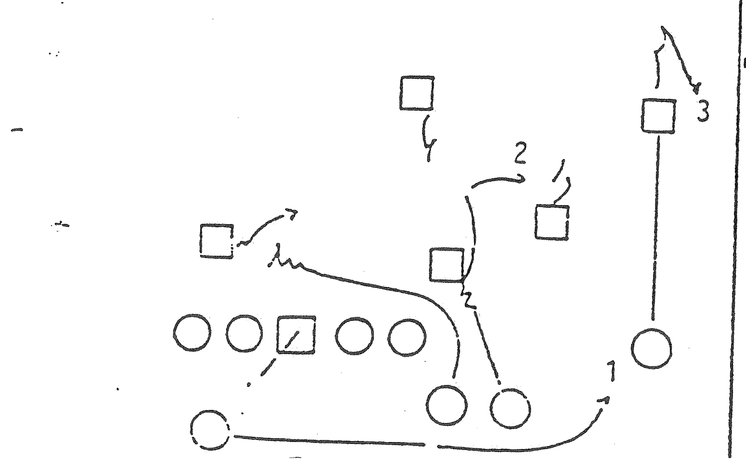


S.G. LT 565 H RUB SNEAK

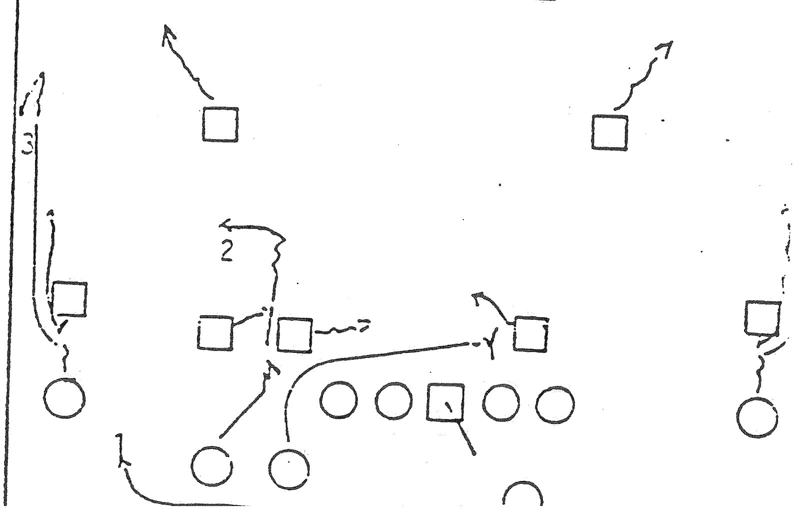




ALERT ROSE RAM

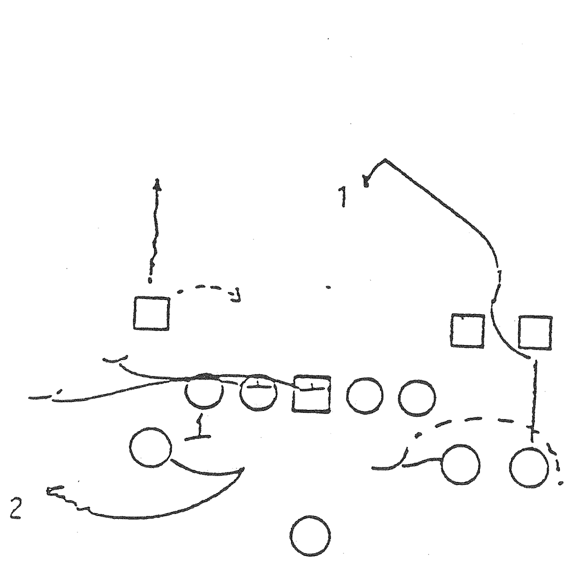


ALERT SALLY LION

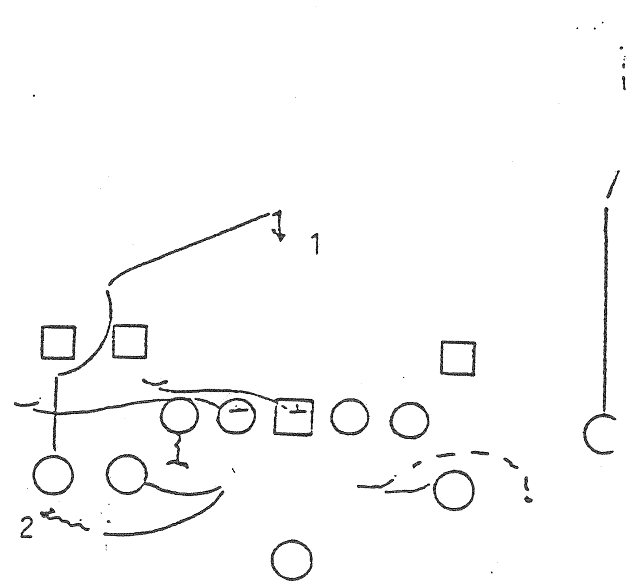


NKL 32

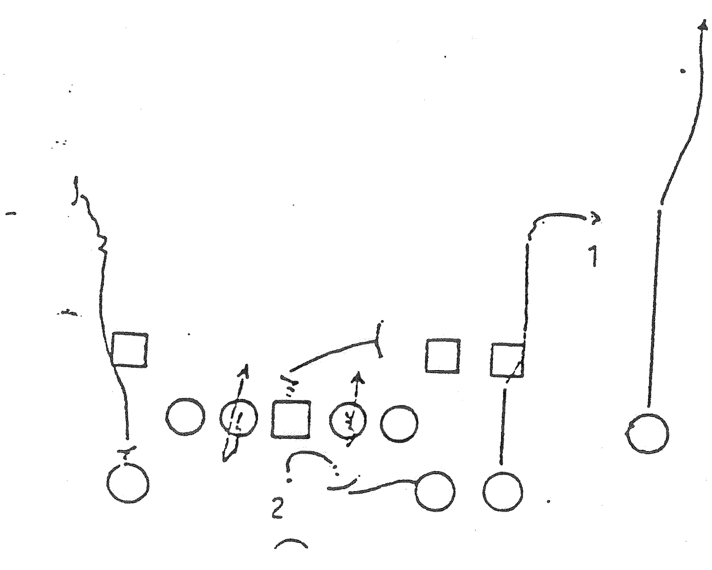
SHOT GUN DRAG/SCREEN



S.G. RT DRAG LT H 969



S.G. LT DRAG LT F 969



PASS GAME 1985

PLAY ACTION

CHARLIE 10 208/PASS 11 121

PASS 50/40 TRAP 202/9 CORNER/9 POST/8 SHOOT

PASS 20/30 PAINT 689/844/87"0"

CHARLIE 50/40 WHAM 389 (PUMP)/689/989/744/633 (PUMP)

CHARLIE 40/50 LEAD 8"0"4 (FAST)/7"0"4/6"0"8/989/FLAG 794

CHARLIE 40/50 POWER 807 SMASH/FLAG 744/479/633

CHARLIE 60/70 389(PUMP)/689/989/744/633 (PUMP)/FLAG 794/748

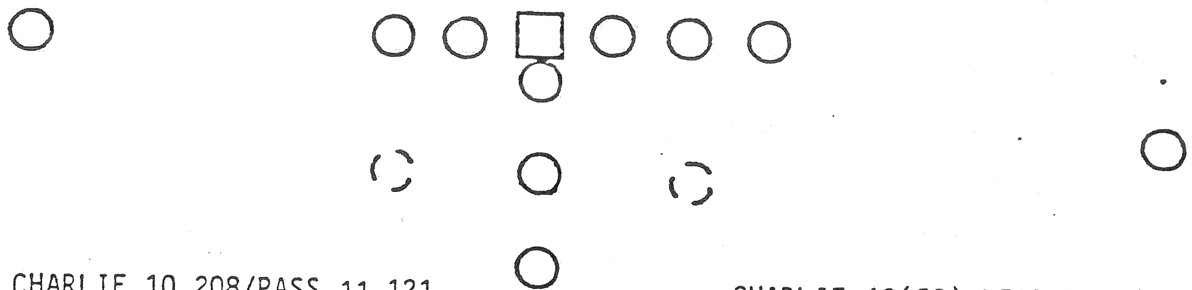
PASS 80/90 SLANT 306 (PUMP)/606/906/033 (PUMP)/079

FAKE 80/90 G-0 804 SMASH/088 SMASH

RUN PASS 80 TOSS

PLAY ACTION BY FORMATION

REGULAR 2 BACK SET



CHARLIE 10 208/PASS 11 121

PASS 50(40) TRAP 202/9 CORNER/
POST/8 SHOOT

PASS 20(30) PAINT 689/844/87"0"

CHARLIE 50(40) WHAM 389 (PUMP)/
689/989/844

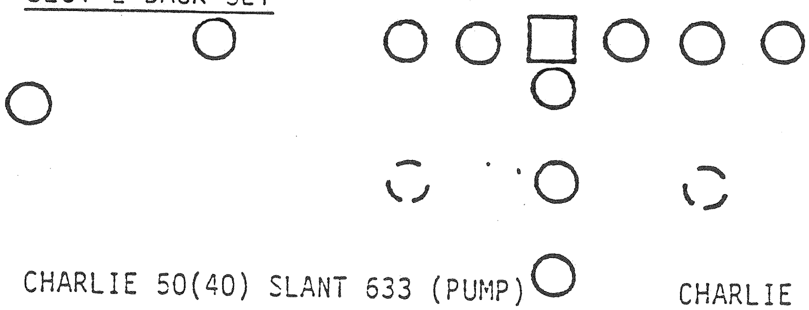
PASS 80/90 SLANT 303 (PUMP)/606

CHARLIE 40(50) LEAD 804 (FAST)/
7"0"4/6"0"8

CHARLIE 40(50) POWER 807 SMASH

FAKE 80(90) G-0 807 SMASH

SLOT 2 BACK SET



CHARLIE 50(40) SLANT 633 (PUMP)

PASS 80/90 SLANT 033 (PUMP)/079

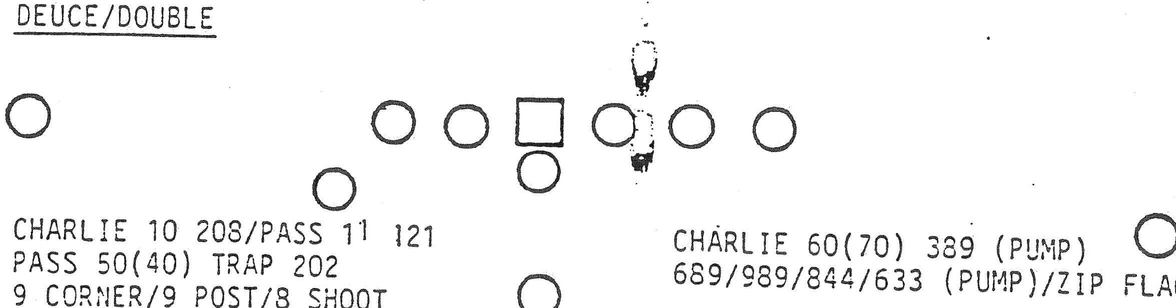
CHARLIE 40(50) LEAD FLAG 794/989 F SNEAK

CHARLIE 40(50) POWER FLAG 744

FAKE 80(90) G-0 088 SMASH

RUN PASS 80 TOSS

DEUCE/DOUBLE

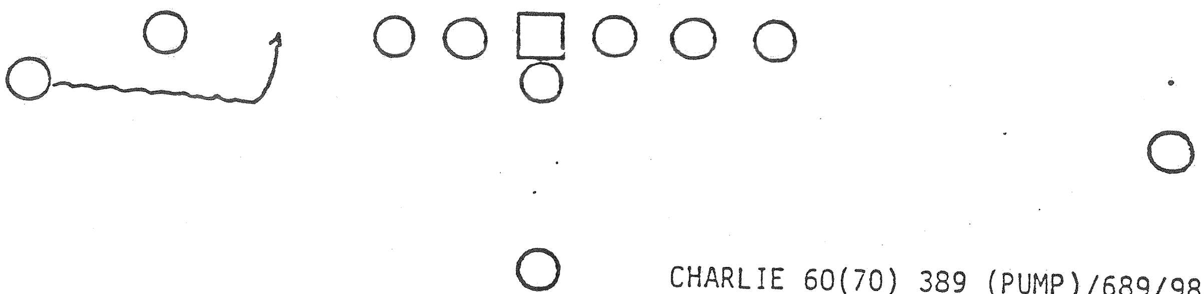


CHARLIE 10 208/PASS 11 121
PASS 50(40) TRAP 202
9 CORNER/9 POST/8 SHOOT
PASS 20(30) PAINT 689
844/87"0"

CHARLIE 60(70) 389 (PUMP)
689/989/844/633 (PUMP)/ZIP FLAG 794

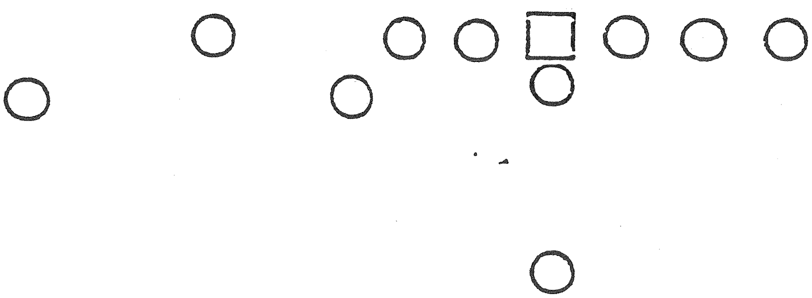
PLAY ACTION -2

WHIP/DART



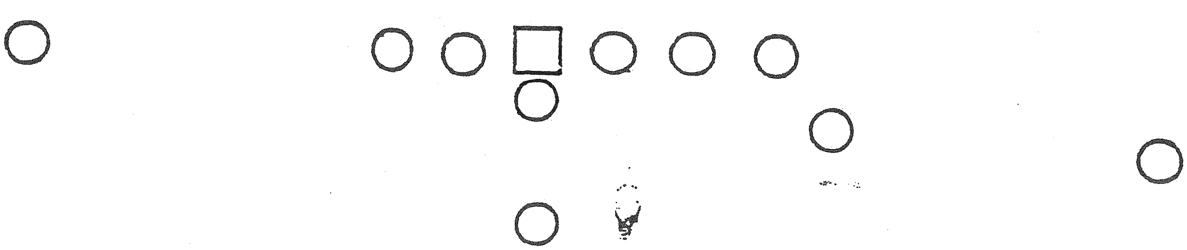
CHARLIE 60(70) 389 (PUMP)/689/989
844/633 (PUMP)

ACE/SINGLE



CHARLIE 70(60) 633 (PUMP)/989/844
CHARLIE 60 (70) 079 H FLAT/092 DLY H CORNER

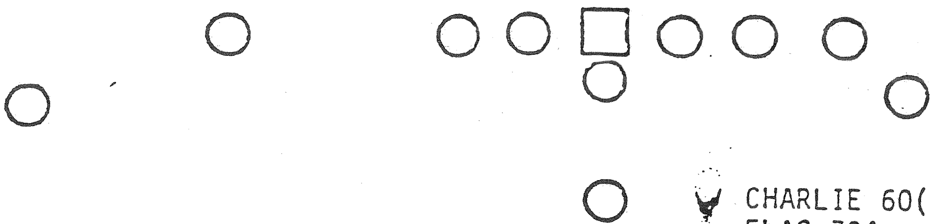
TREY/TRIPS



CHARLIE 60(70) 633 (PUMP)/939/844/7"0"4

PLAY ACTION -3

TWINS/FLANK

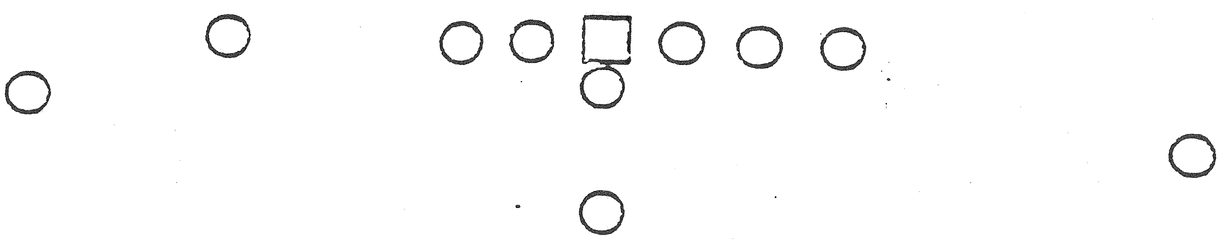


CHARLIE 60(70) 989/844/633 (PUMP)
FLAG 794

FAKR 80(90) G-O 088 SMASH

RUN PASS 80 TOSS (JET)

FLEX/TWINS OPEN

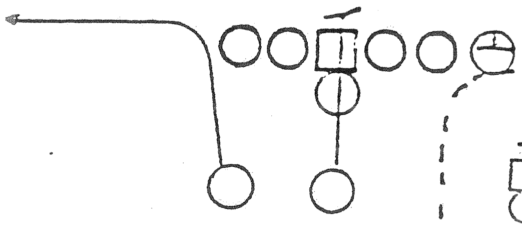


PASS 11 121 (LEFT FORMAITON)

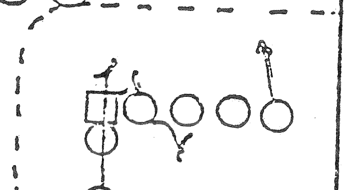
CHARLIE 60(70) 389 (PUMP)/689/989
844/633 (PUMP)

F SHORT FLAG 794

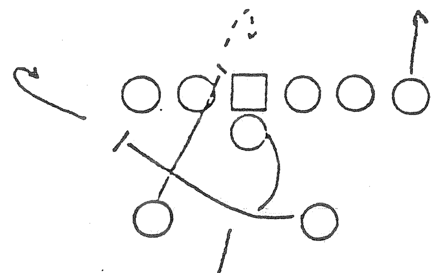
BACK ACTIONS	PLAY ACTION



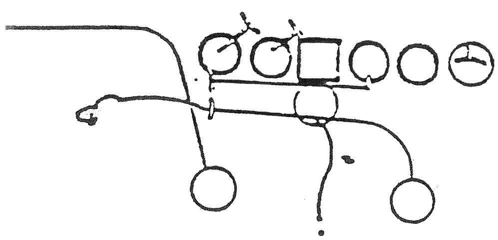
CHARLIE 10



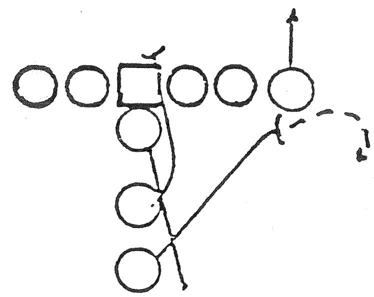
PASS 11



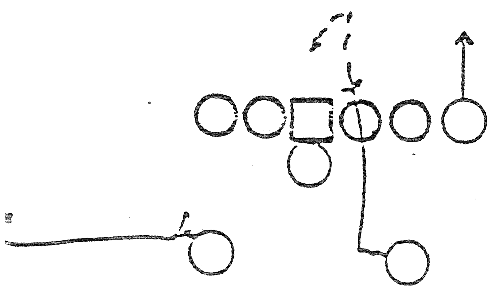
CHARLIE 40/50 WHAM



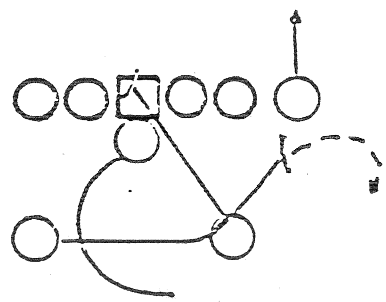
PASS 50/40 TRAP



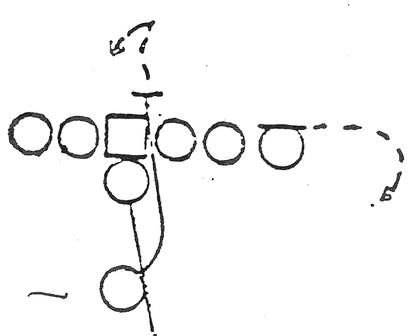
I CHARLIE 40/50 LEAD



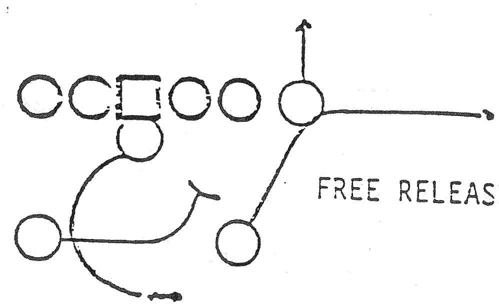
PASS 20/30 PAINT



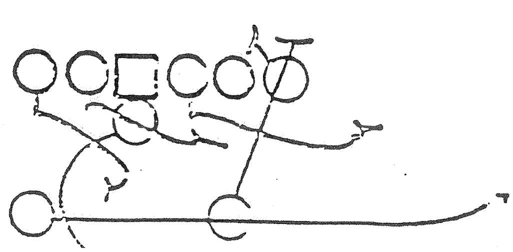
SPLIT/FAR CHARLIE 40/50 LEAD

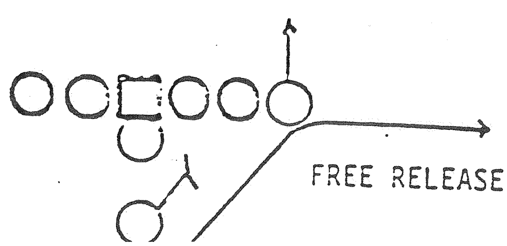


CHARLIE 60/70

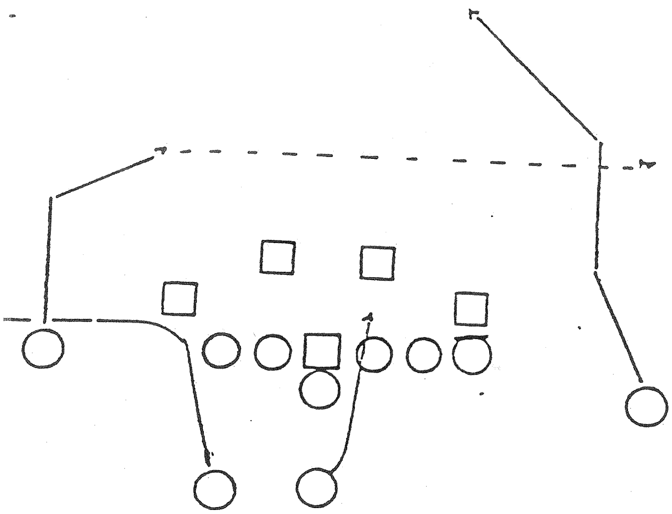


SPLIT CHARLIE 40/50 POWER

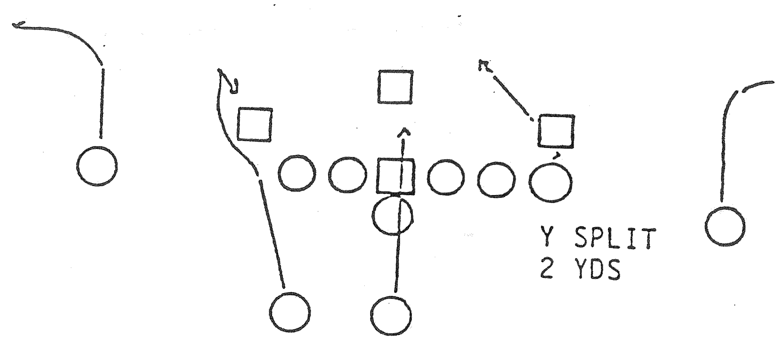




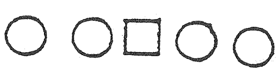
PLAY ACTION ATTACK: PROTECTION CHARLIE 10 / PASS 10 PATTERN 208 / 121 FLARE H FLAT

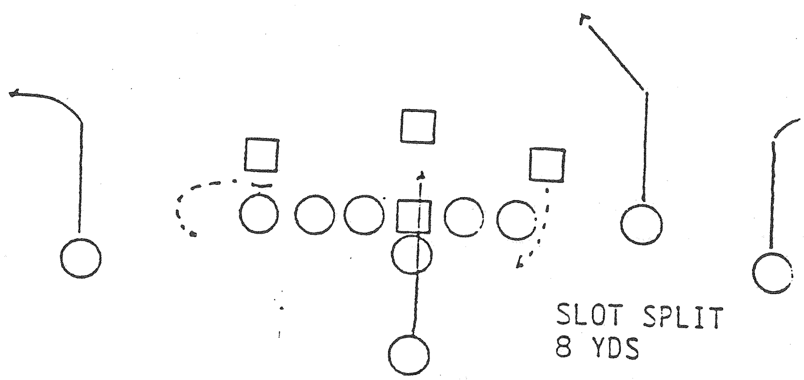


FAR RT CHARLIE 10 208



FAR RT PASS 11 121





FLEX LT PASS 10 121

OTECTION ALERT: PASS 11, LINE SLIDE

BLITZ:
BLITZ:

SOC. COACHING POINTS QB

ARLIE 10 208: P.S.L. SAFETYS. CAN WORK X-2 OR PUMP 2 WORK 8.
SS 10 121: GOOD FAKE TO BACK. WORK 2 ROUTE.

S

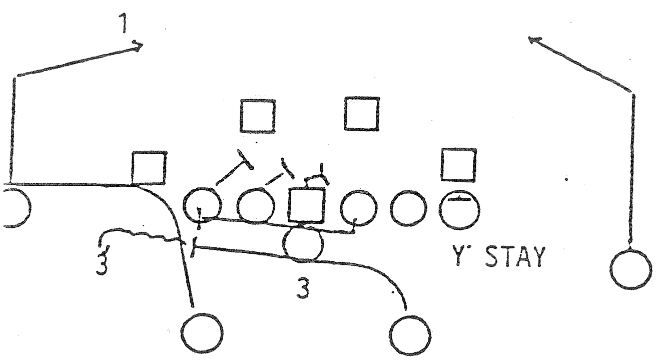
W ROUTE SPLIT/ADJUSTMENTS

KS

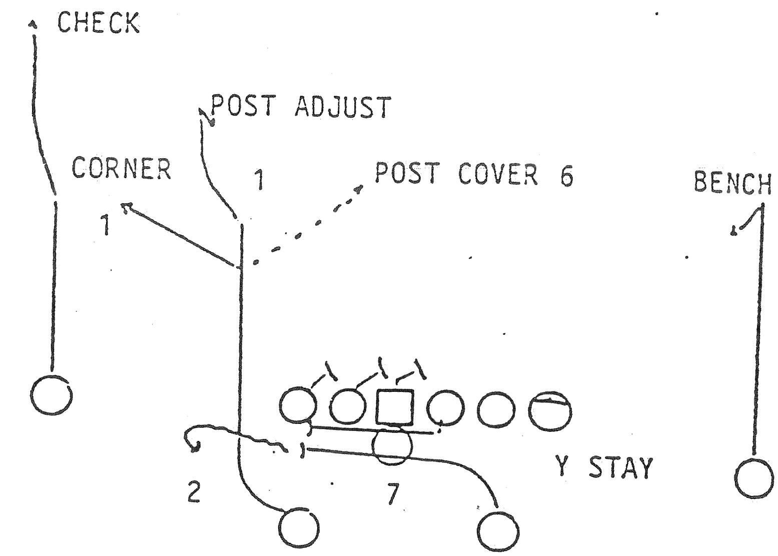
ACTION CALLED

IT 1 FOOT-STAY

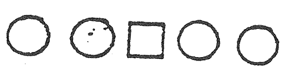
LAY ACITON ATTACK: PROTECTION PASS 50(40) TRAP PATTERN 202 / 9 / 8 FLARE FLAT / POST/CORNER / SHOOT

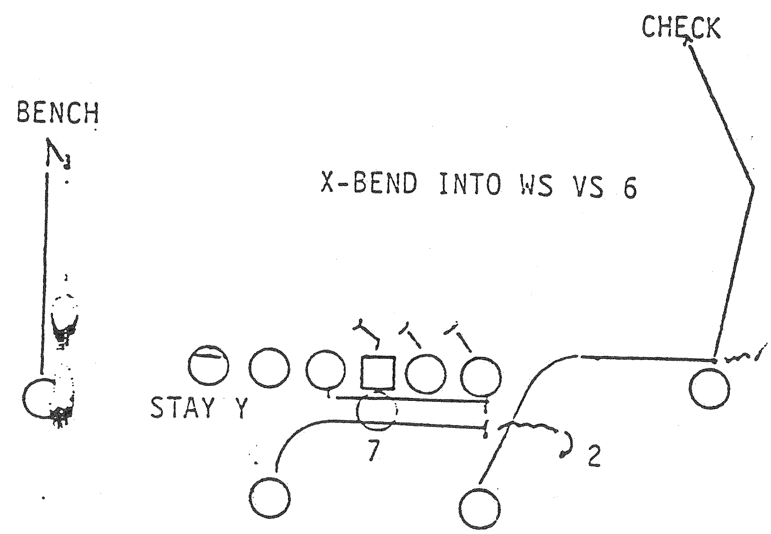


SPLIT RT PASS 50 TRAP 202



SPLIT RT PASS 50 TRAP 9 POST/CORNER





SPLIT LT PASS 40 TRAP 8 SHOOT

TECTION ALERT: TE STAY

BLITZ:
BLITZ:

IC COACHING POINTS QB

N TOWARD RB ON FAKE/MUST P.S.L. WEAK COVER LOOK.

NOT FORCE. HAVE FB AS OUTLET.

S

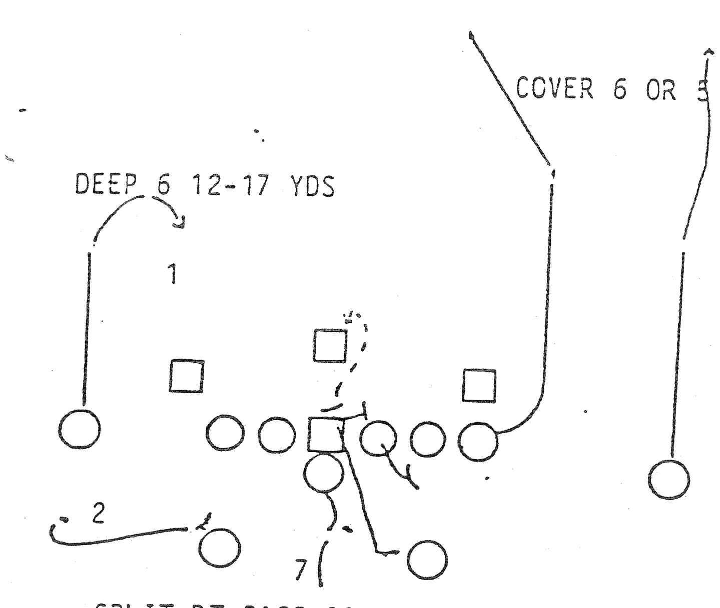
N ROUTE SPLIT/ADJUSTMENTS

S

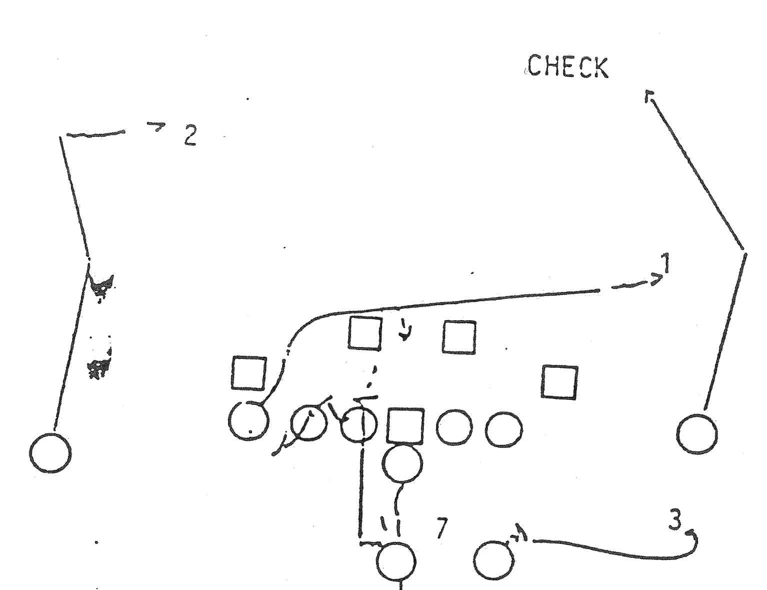
ACTION CALLED. OUTLETS BE ALERT FOR THE BALL.

T 1 FOOT STAY.

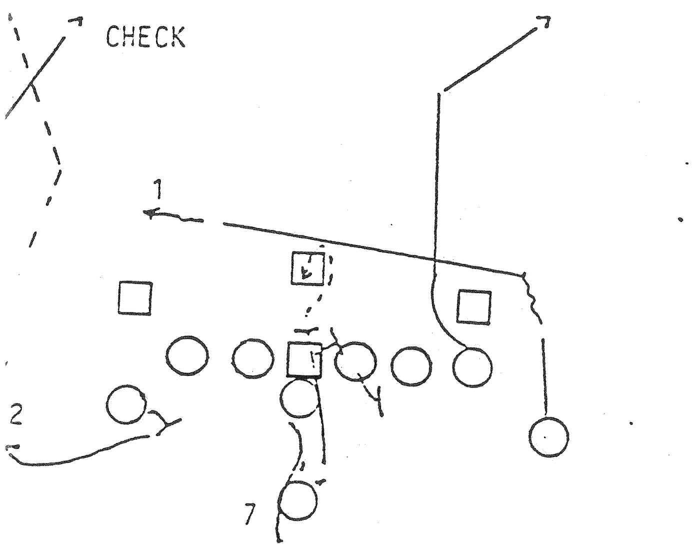
PLAY ACTION ATTACK: PROTECTION PASS 20(30) PAINT PATTERN 689 844 870 FLARE SWING PP 19



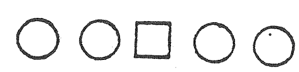
SPLIT RT PASS 20 PAINT 689



FAR LT PASS 30 PAINT 844



DEUCE RT WING PASS 20 PAINT 87"0"



OTECTION ALERT: LINE SLIDE STRONG

BLITZ:
BLITZ:

SIC COACHING POINTS QB

SIC DROP BACK TECHNIQUE. P.S.L. COVER LOOK. WORK PROGRESSION!

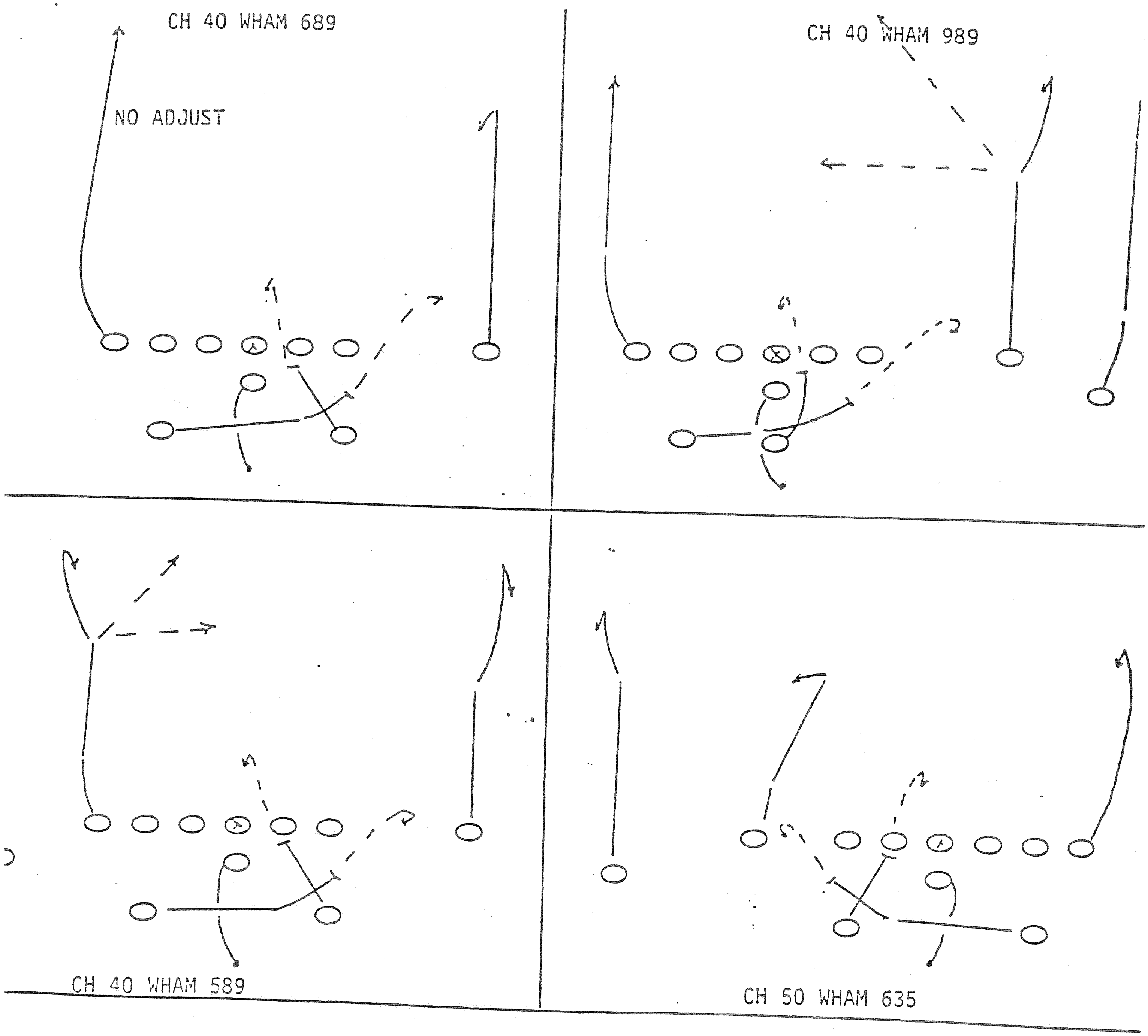
'S/TE

DW ROUTE SPLIT/ADJUSTMENTS

'KS

I ACTION CALLED. OUTLETS ALERT FOR BALL.

PLAY ACTION ATTACK - CHARLIE 40/50 WHAM

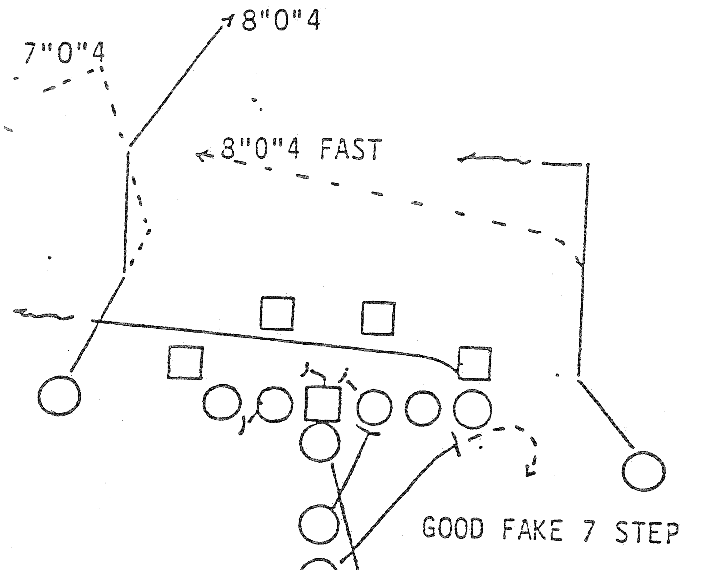


QB: SET UP OVER BALL. EXECUTE PATTERNS LIKE DROP BACK.

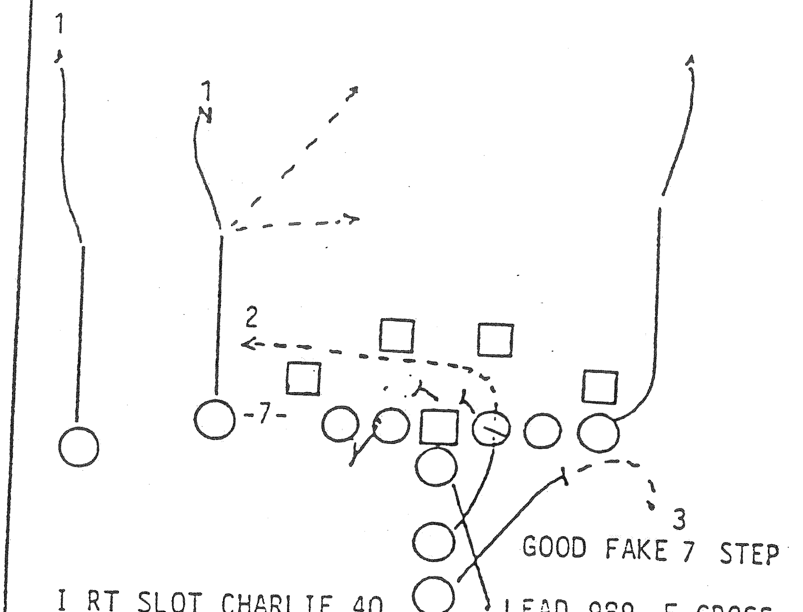
REC: INSIDE 8 DOES NOT ADJUST WITH 689.

RB'S: BE AGGRESSIVE WITH FAKE.

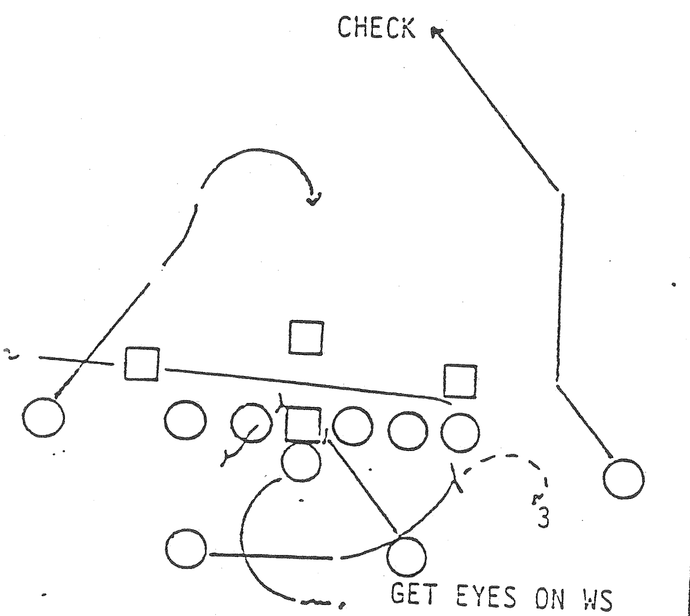
PLAY ACTION ATTACK: PROTECTION CHARLIE 40 (50) LEAD PATTERN SEE BELOW FLARE · SEE BELOW



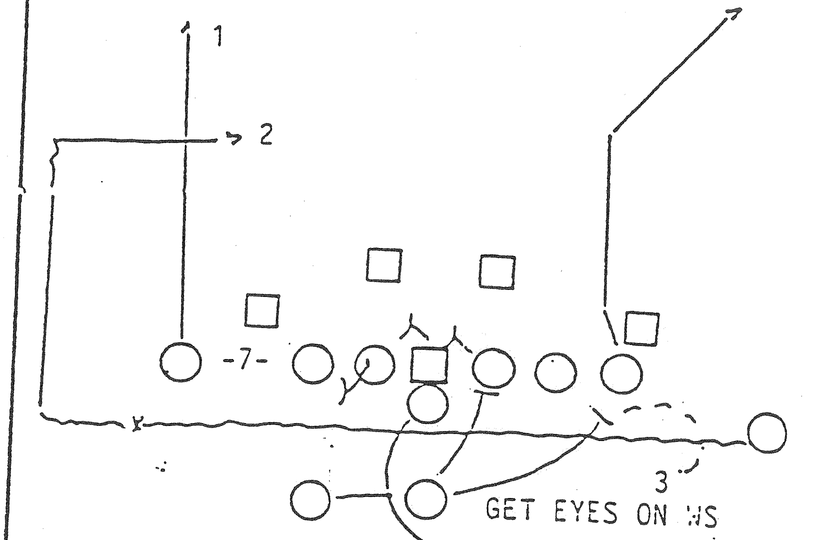
CHARLIE 40 LEAD 8"0"4 (FAST)/7"0"4



I RT SLOT CHARLIE 40 LEAD 989 F CROSS



SPLIT RT CHARLIE 40 LEAD 6"0"8



ZM FAR RT SLOT CHARLIE 40 LEAD FLAG 794

OTECTION ALERT:

BLITZ:
BLITZ:

SIC COACHING POINTS QB

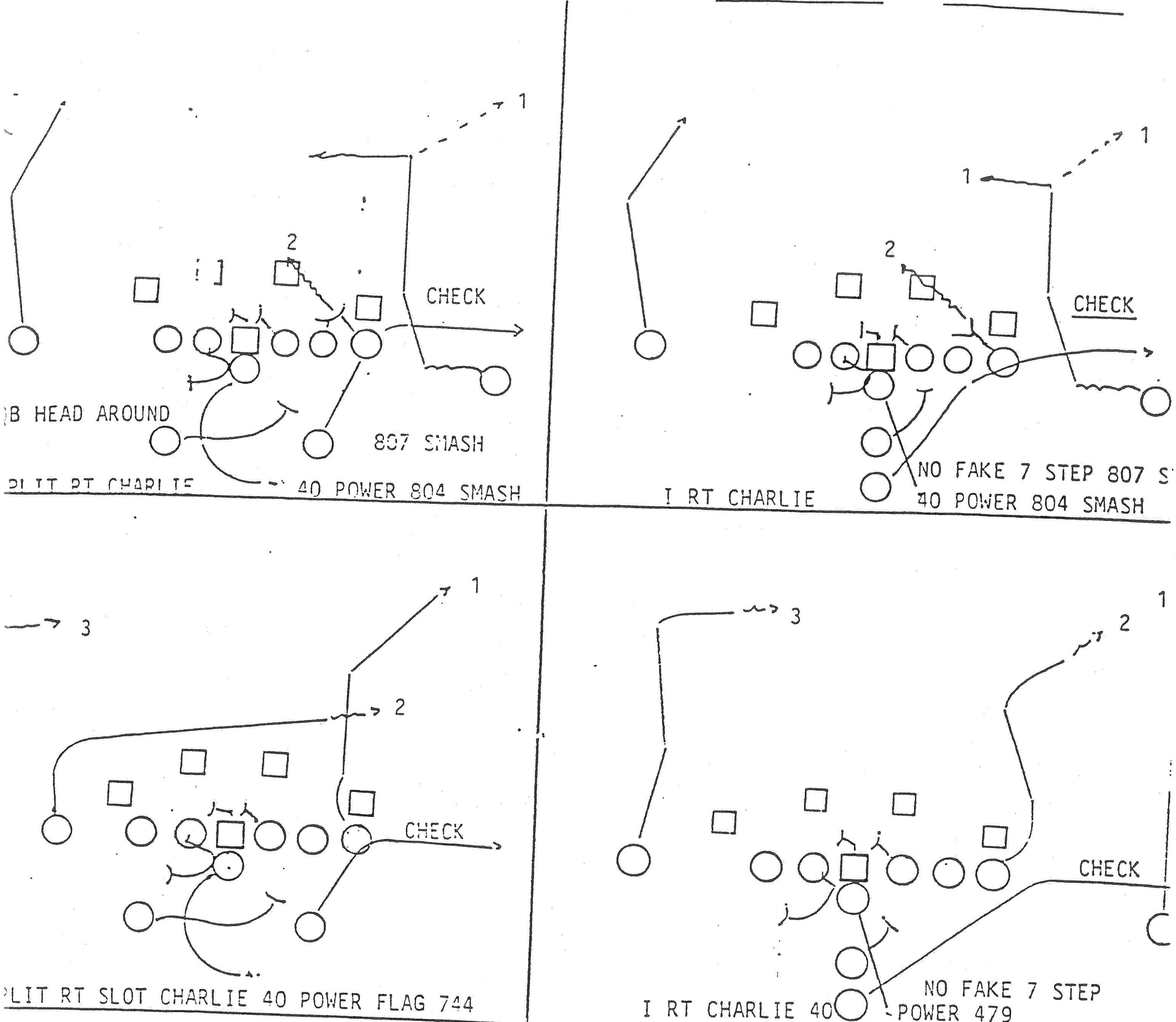
OD FAKE! WORK PROGRESSION.
)"4: CHECK 8 WORK "O"-4 TO BACK OUTLETS.
)"4: WORK X-7 TO "O" TO BACK OUTLETS.
ASIC) 8"0"4 FAST: WORK "O" TO FAST 4 TO BACK OUTLETS.
)"8: CHECK 8 WORK "O" - 6 TO BACK OUTLETS
G 794: KEY WS FOR FLAG 7 WORK 9-4 TO BACK OUTLETS.
9 F CROSS: WORK 8-9 TO F CROSS/SLOW FLAT

S/TE

W ROUTE SPLIT/ADJUSTMENTS

KS

PLAY ACTION ATTACK: PROTECTION CHARLIE 40(50) POWER PATTERN SEE BELOW FLARE SEE BELOW PP2



OTECTION ALERT: POWER TELLS QB TO CHECK RB 1ST VS ALL DEFENSES

BLITZ:

BLITZ:

SIC COACHING POINTS QB

MUST CHECK THE RB IN FLAT 1ST. GET HEAD AROUND FIRST!

4 SMASH: CHECK RB WORK Z-4 TO SMASH

7 SMASH: CHECK RB WORK Z-7 TO SMASH

AG 744: CHECK RB WORK Y-FLAG 7 TO 44 COMBINATION

9: CHECK RB WORK 79 COMBINATION TO X-4

'S/TE

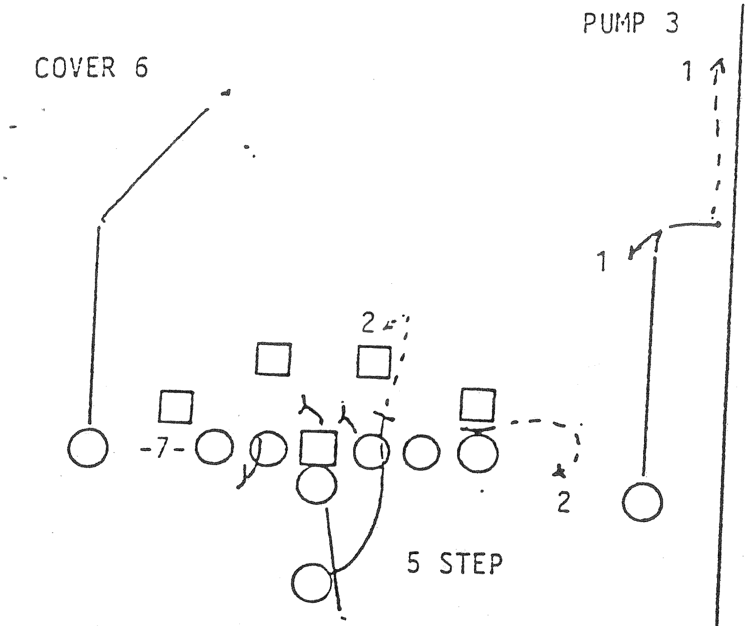
W ROUTE SPLIT/ADJUSTMENTS

CKS

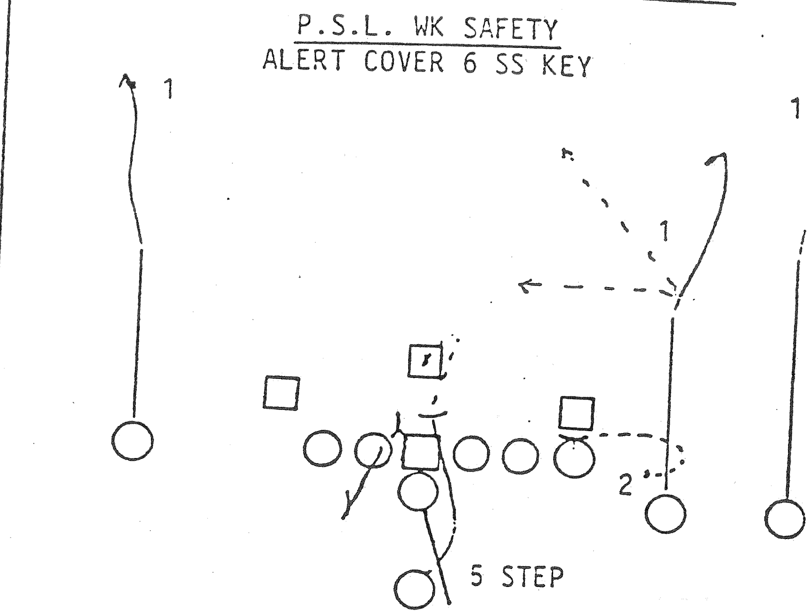
: FREE RELEASE - FLAT

: DUAL CHECK LBKR'S - STAY

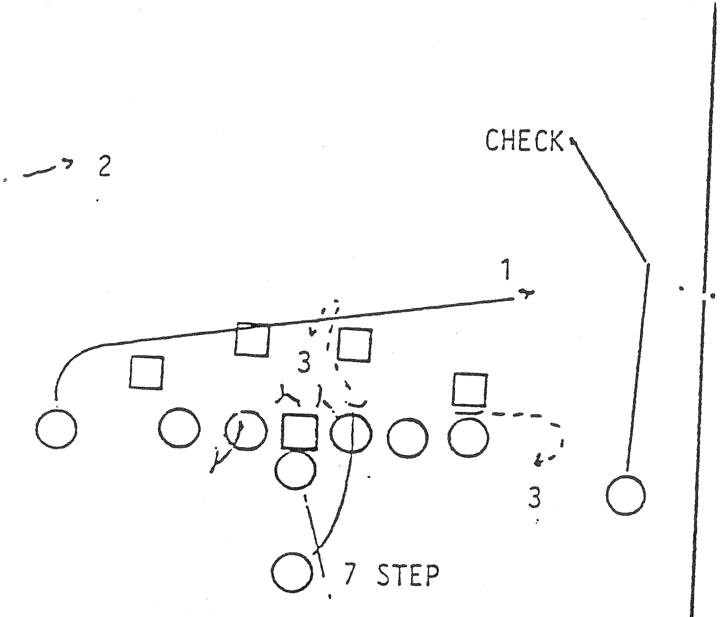
PLAY ACTION ATTACK: PROTECTION CHARLIE 60/70 PATTERN SEE BELOW FLARE SEE BELOW PP J.



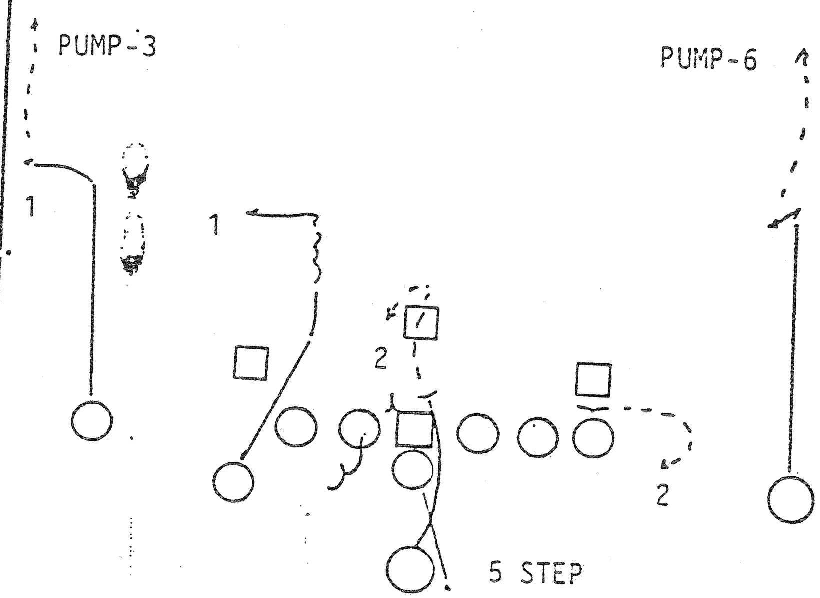
FLEX RT CHARLIE 60 389 (PUMP)/689



TREY RT CHARLIE 60 989



FLEX RT CHARLIE 60 844



DEUCE RT CHARLIE 60 633 (PUMP)

OTECTION ALERT:

BLITZ:
BLITZ:

SIC COACHING POINTS QB

HARD FAKE, MUST SEE THE DEFENSE. P.S.L. COVER LOOK (SAFETIES).
9(PUMP)/689: WORK SINGLE RECEIVER TO BACK OUTLETS - ALERT 89 COMBINATION BS 6.
9: KEY SS FOR 8 TO BACK OUTLETS-ALERT COVER 6.
4: CHECK 8 DEEP TO 44 COMBINATION. BACKS OUTLETS.
3 (PUMP): WORK 33 COMBINAITON TO BACK OUTLETS. SS WK WORK 6 TO BACKS.
MP CALL: CORNERS MUST BE OFF.

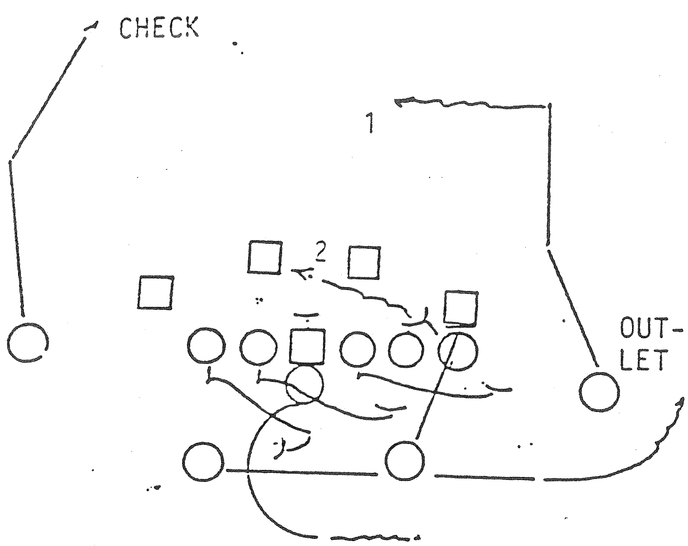
S:

W ROUTE SPLIT/ADJUSTMENTS

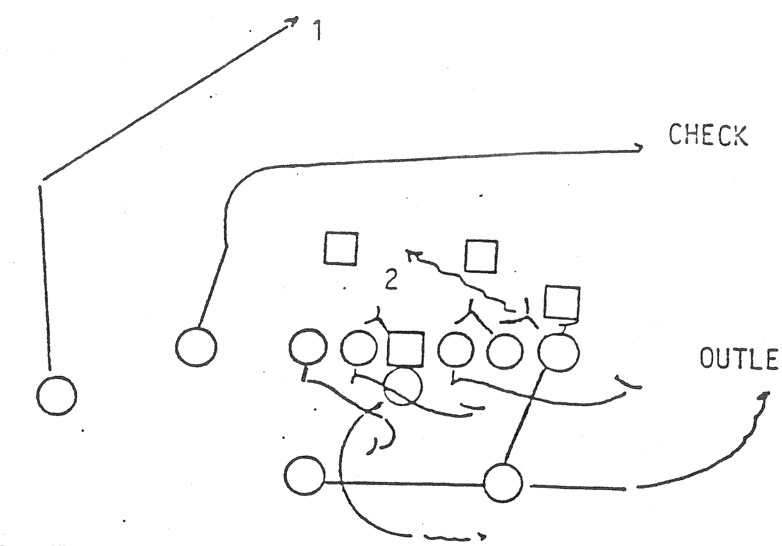
IT 1 FOOT - CHARLIE 60/70 CHECK LBKR SWING

'LAY ACTION ATTACK: PROTECTION FAKE RUN PASS PATTERN SEE BELOW FLARE SEE BELOW PP2-

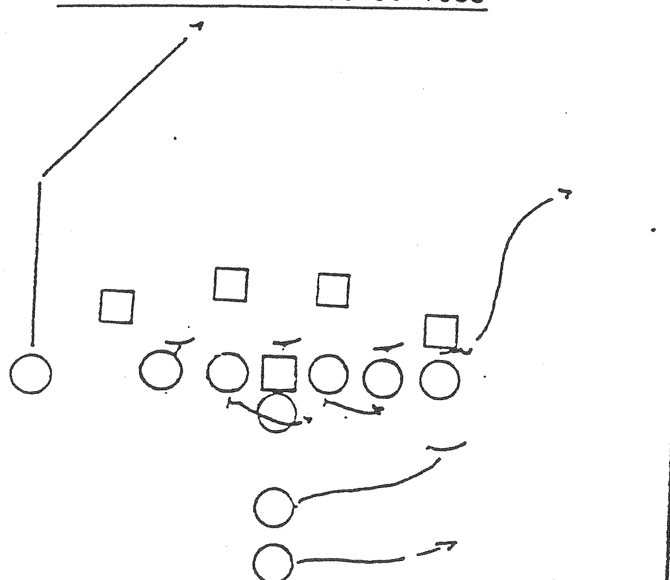
SPLIT RT FAKE 80 G-0 804 SMASH



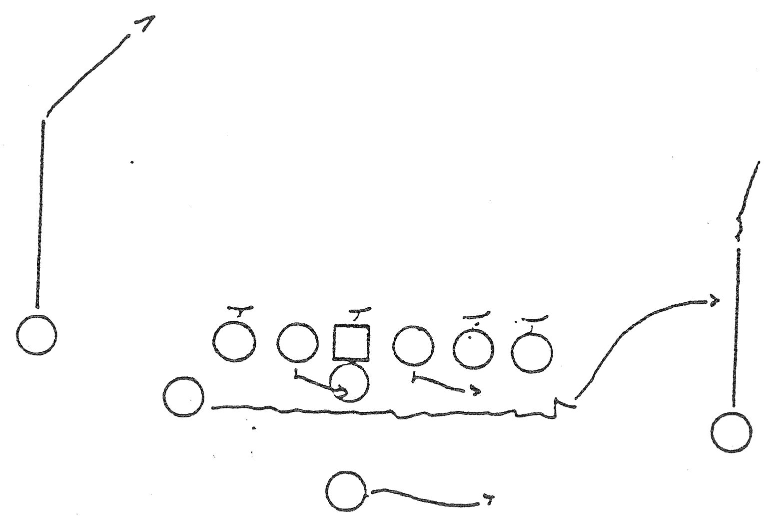
SPLIT RT SLOT FAKE 80 G-0 088 SMASH



I RT SLOT RUN PASS 80 TOSS



JET TREY RT RUN PASS 80 TOSS



OTECTION ALERT: FAKE G-0 - ROLL BEHIND THE TE POSITION 9 YDS DEEP.

BLITZ:

BLITZ:

PASS GAME 1985

PLAY ACTION/ACTION SPECIALS

PASS 60 BELLY TOSS BACK PASS 608

FLASH DOUBLE PASS X-7

FAKE TOSS TRIPLE PASS X-7

X REVERSE PASS

Z REVERSE PASS

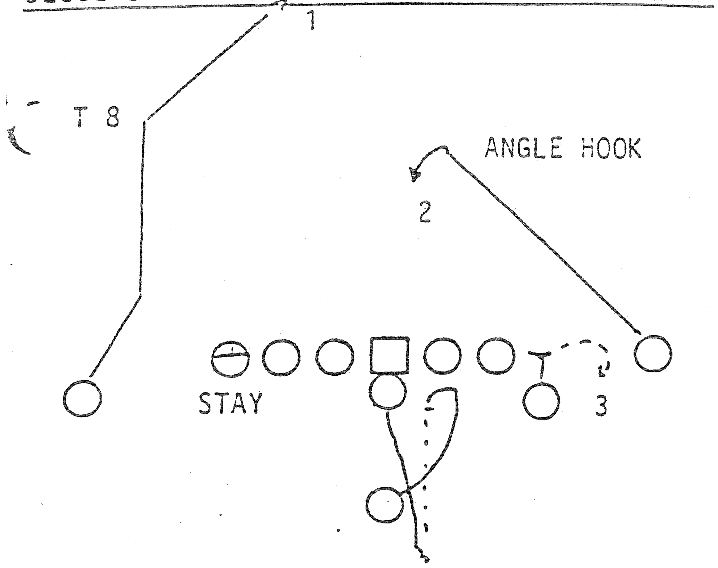
GUN NAKED FAKE SWEEP 47 FK "O"

GUN NAKED FAKE G-O 544 F FLAT

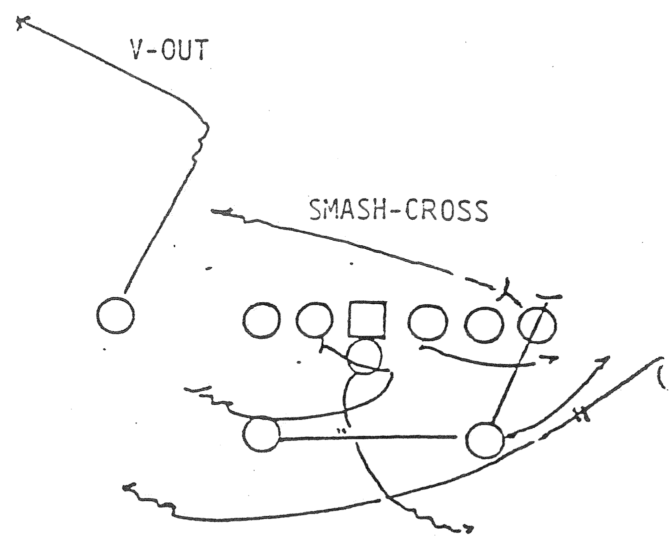
GUN FAKE 80 G-O HB PASS TO QB

PLAY ACTION/ACTION SPECIALS

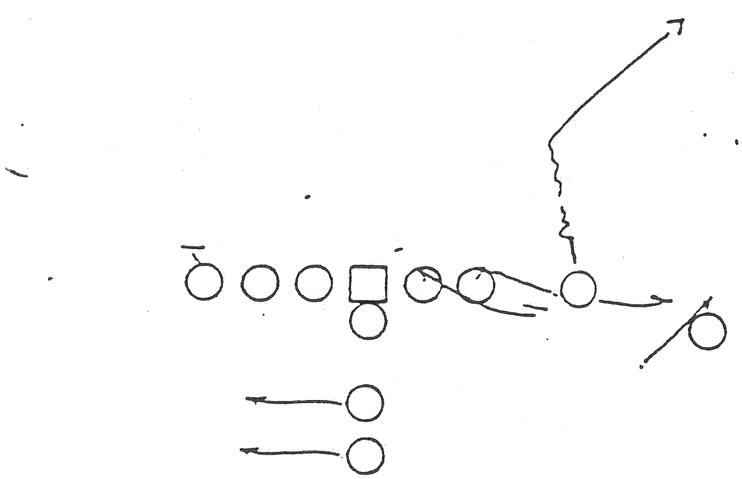
DEUCE LT PASS 60 BELLY TOSS BACK PASS 608



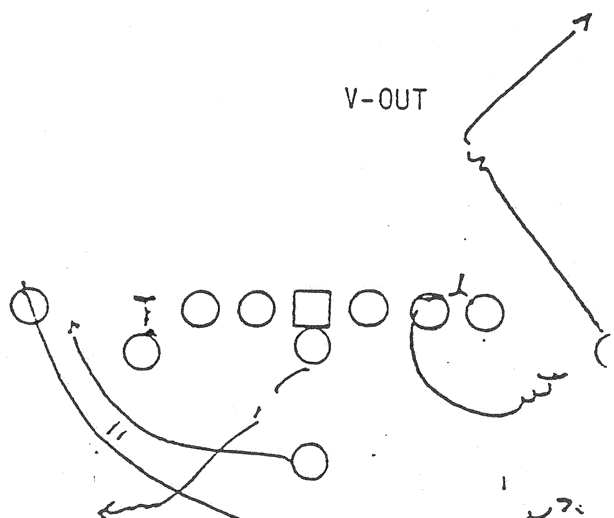
SPLIT RT 80 G-O Z REVERSE PASS LT



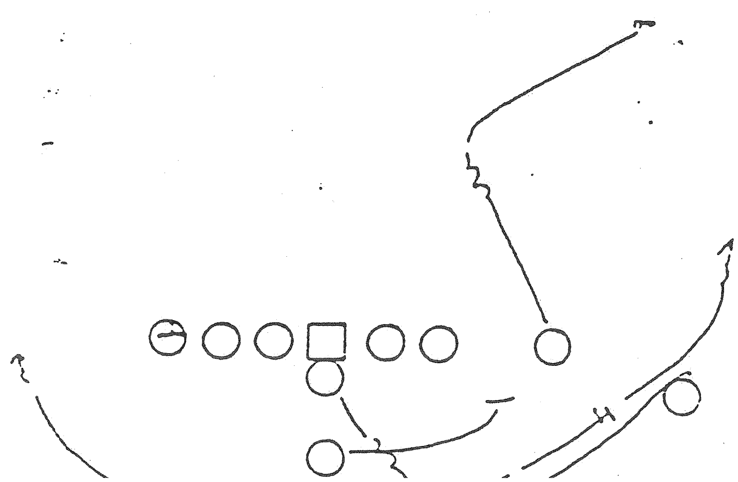
LT SLOT FLASH DOUBLE PASS (X-7) FAKE 90 TOSS



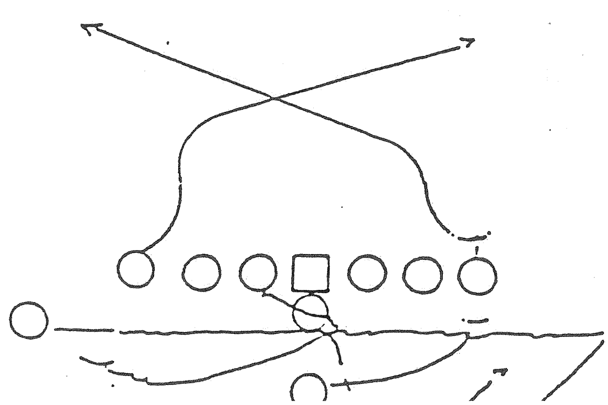
DEUCE RT 90 TOSS X REVERSE PASS RT



I LT SLOT TRIPLE PASS RT FK 80 TOSS



ZOOM I LT SLOT TGT Z REVERSE PASS
X-Y CROSS FK 80 TOSS



SALLY/ROSE

SALLY AND/OR ROSE WILL BE RUN WITH A CHECK LINEBACKER DOG: NO DOG - GO NOW INTO SCREEN BY UNCOVERED GUARD OR CENTER - BLOCK ALL PASS RUSH STUNTS WITH NORMAL PASS PRO RULES.

LINE COACHING POINTS:

ON TACKLE - TAKE SET BASED ON DE'S ALIGNMENT. TRY TO LURE HIM INSIDE GRADUALLY IF HE WORKS UPFIELD STAY WITH HIM.

ON GUARD - UNCOVERED SET ON L.O.S. - CHECK LINEBACKER - NO DOG STEP AND RELEASE IN FRONT OF L.O.S. BLOCK FIRST FORCE.

COVERED - SET - BLOCK MAN OVER YOU - RELEASE BEHIND L.O.S. ON SECOND COUNT - LOSE YOUR MAN AWAY FROM SCREEN. YOU ARE RESPONSIBLE FOR SECOND FORCE.

CENTER - TAKE SET BASED ON WHETHER YOU ARE COVERED OR UNCOVERED. COVERED - TAKE CALL SIDE AWAY FROM MAN OVER YOU - RELEASE ON SECOND COUNT - LOSE YOUR MAN AWAY FROM SCREEN SIDE. IF YOUR OFF GUARD IS UNCOVERED, USE YELLOW/ORANGE TECH. FOR SLANTING NT. YOU ARE SECOND MAN OUT - LEAD UPFIELD - BLOCK FIRST MAN TO SHOW. (IF STAY CALL IS MADE - STAY WITH NT). UNCOVERED - SET ON L.O.S. - CHECK LINEBACKER - NO DOG STEP AND RELEASE IN FRONT OF L.O.S. - BLOCK FIRST FORCE.

OFF GUARD - TAKE SET BASED ON WHETHER YOU ARE COVERED OR UNCOVERED. COVERED SET BLOCK MAN OVER YOU. UNCOVERED - SET FOR YELLOW/ORANGE. USE YELLOW/ORANGE RULES FOR PASS PRO. IF STAY CALL MADE - RELEASE ON SECOND COUNT - LEAD UPFIELD BLOCK FIRST MAN TO SHOW.

OFF TACKLE - TAKE SET BASED ON DE'S ALIGNMENT. STAY WITH HIM UNTIL SCREEN IS THROWN.

DRAG SCREEN

ALL DRAG SCREENS ARE QUICK ONE (1) SECOND SCREENS TO BACKS

LINE COACHING POINTS: NOTE ALL RULES AND TECHNIQUES THE SAME AS QUICK SCREEN EXCEPT FOR ONSIDE GUARD AND TACKLE - AND CENTER.

ON TACKLE - QUICK SET AND CUT DEF END AT THE L.O.S. NOTE: 30 ADJUST VS PINCH - YOU RELEASE AND SPRINT FLAT DOWN THE L.O.S. FOR FIRST FORCE

ON GUARD - STEP TO IT. SLAM ONSIDE GAP - RELEASE AND SPRINT FLAT DOWN THE L.O.S. FOR FIRST FORCE - NOTE: 30 ADJUST VS PINCH - STAY - CUT DEF END

CENTER - STEP TO IT - SLAM ONSIDE GAP - RELEASE AND SPRINT INTO SCREEN YOU HAVE SECOND FORCE

OFF GUARD - INSURE PROTECTION - PEEL NOT THERE LEAD

OFF TACKLE - INSURE PROTECTION - THEN HUSTLE TO GET INTO SCREEN

SPRINT SCREEN

SPRINT SCREEN - WILL BE RUN WITH A TWO COUNT DELAY FOR THE ON GUARD AND CENTER (1 THOUSAND 1 - THOUSAND GO). BLOCK ALL PASS RUSH STUNTS WITH NORMAL PASS PRO RULES.

LINE COACHING POINTS:

ON TACKLE - COVERED - TAKE SPRINT SET ON L.O.S. # MAN OVER - RELEASE ON SECOND COUNT - GET ONE YARD UPFIELD - LOOK INSIDE AND BLOCK MDM. UNCOVERED - STEP PLAYSIDE GAP - CHK LBER - TO DE - RELEASE ON SECOND COUNT. REPEAT COVERED RULE.

ON GUARD - UNCOVERED - STEP PLAYSIDE GAP CHK LBER - TO DE - RELEASE ON SECOND COUNT BEHIND L.O.S. BLOCK FIRST FORCE. COVERED - STEP PLAYSIDE GAP # MAN OVER - RELEASE ON SECOND COUNT BEHIND L.O.S. BLOCK FIRST FORCE.

CENTER - COVERED - STEP PLAYSIDE GAP # NT RELEASE ON SECOND COUNT BEHIND L.O.S. LEAD. UPFIELD - BLOCK SECOND FORCE. UNCOVERED - STEP PLAYSIDE GAP - CHK LBER # TO DT - RELEASE ON SECOND COUNT BEHIND L.O.S. LEAD UP FIELD - BLOCK SECOND FORCE.

OFF GUARD - COVERED - STEP PLAYSIDE GAP # MAN OVER - UNCOVERED - STEP PLAYSIDE GAP - ALERT NT SLANT - CHK LBER.

OFF TACKLE - COVERED - STEP PLAYSIDE GAP * MAN OVER YOU - UNCOVERED STEP PLAYSIDE GAP - CHK LBER - HELP ON MDM.

FLASH/LIGHTNING

FLASH AND/OR LIGHTNING ARE THROWN OFF OF PLAY ACTION. THEY WILL BE THROWN WITH A QUICK FAKE AND THROW ACTION TO THE OUTSIDE RECEIVER BEHIND THE L.O.S.

LINE COACHING POINTS:

ON TACKLE - QUICK SLAM - RELEASE INSIDE OR OUTSIDE DEPENDING ON DEF END'S ALIGNMENT. SPRINT FLAT DOWN THE L.O.S. TO BLOCK FIRST OUTSIDE FORCE.

ON GUARD - STEP TO IT. CHECK YOUR MAN NOT THERE. SLAM ONSIDE GAP. RELEASE AND SPRINT INTO SCREEN. YOU HAVE SECOND FORCE MAN OR SEAL INSIDE AND LEAD.

CENTER - STEP TO IT. SLAM GAP - RELEASE AND SPRINT INTO SCREEN.

OFFSIDE GUARD - INSURE PROTECTION - PEEL - NOT THERE, LEAD.

OFFSIDE TACKLE - INSURE PROTECTION, THEN HUSTLE TO GET INTO SCREEN.

PASS GAME 1985

SALLY/ROSE

66

3"2"6 (9"2"6"

8"0"6

633 (639)

LO HI 9 CORNER/X DELAY CORNER

SCREENS

SCREEN WK HB/FB 969

SCREEN ST FB/TB 969

CROSS SCREEN FB 969

LO HI 9 CORNER SCREEN WK FB

LO HI 7 ARROW SCREEN ST Y

CHARLIE 40/50 LEAD SCREEN WK FB 969

CHARLIE 50/40 WHAM SCREEN ST HB 969

CHARLIE 60/70 SCREEN WK/ST FB/HB 969

FAKE 80/90 G-O SCREEN WK Y

SCREEN MIDDLE FB 959

FAKE 20 PAINT SCREEN MIDDLE FB/TB 959

FAKE 20/30 PAINT DRAG WK HB/TB

FLASH (LIGHTNING)

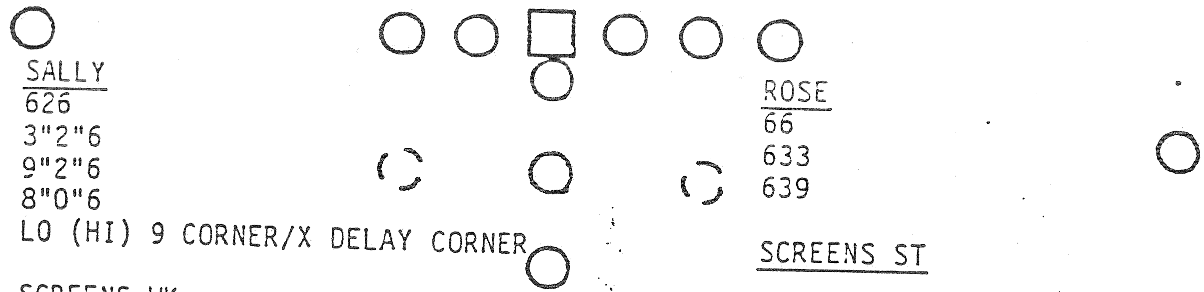
X

Z

F

SALLY/ROSE - SCREENS BY FORMATION

REGULAR 2 BACK SET



SALLY
626
3"2"6
9"2"6
8"0"6
LO (HI) 9 CORNER/X DELAY CORNER

ROSE
66
633
639

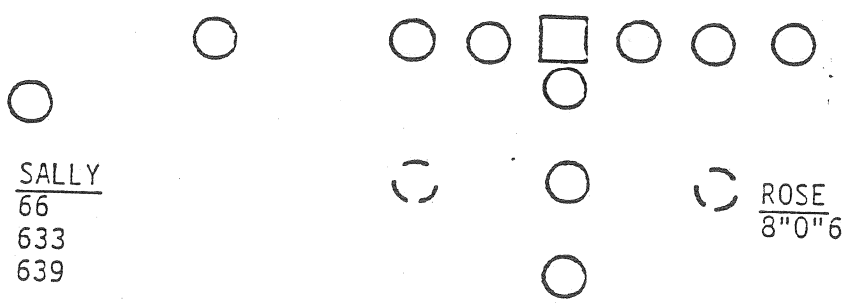
SCREENS WK

SCREEN HB (FB) 969
CROSS SCREEN FB 969
LO (HI) 9 CORNER SCREEN FB
CHARLIE 40(50) LEAD SCREEN FB 969
FAKE 80(90) G-O SCREEN Y
FAKE 20(30) PAINT DRAG HB
LITE/FLASH X FAKE TOSS/TRAP

SCREENS ST

SCREEN FB/TB 969
LO (HI) 6 (ARROW) SCREEN Y
CHARLIE 50(40) WHAM. SCREEN HB 96
SCREEN MIDDLE FB 959
FAKE 20(30) PAINT SCREEN MIDDLE FB/TB 959

SLOT 2 BACK SET



SALLY
66
633
639

ROSE
8"0"6

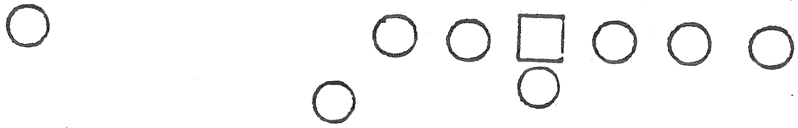
SCREEN WK

SCREEN HB (FB) 969
CROSS SCREEN FB 969
FAKE 80(90) G-O SCREEN Y
LITE/FLASH Z FAKE TOSS/TRAP
Z SPOT FAKE TOSS

SCREEN ST

CROSS SCREEN FB 969
SCREEN FB/TB 969

DEUCE/DOUBLE
(CWM)



SALLY (JET/ST K/SHIFT)

626
3"2"6
9"2"6
LO (HI) 9 CORNER/X DELAY CORNER

SCREENS WK

LO (HI) 9 CORNER SCREEN FB
SCREEN HB 969
CHARLIE 60 SCREEN LT FB 969
LITE X FAKE 60 (70) BELLY

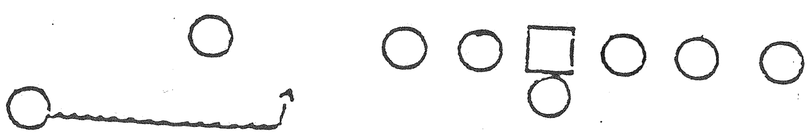
ROSE

66 (DIG)
633 (DIG)
639 (DIG)

SCREENS ST

SCREEN FB 969
SCREEN MIDDLE FB 959
CHARLIE 70 SCREEN RT FB 969

WHIP/DART



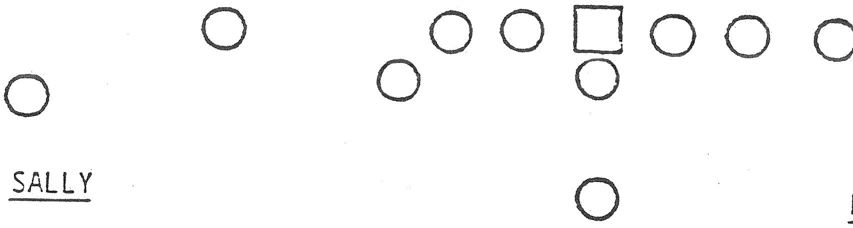
SALLY

DIG 66
DIG 633
DIG 639
LO (HI) X DELAY CORNER/9 CORNER

SCREENS

LO (HI) 9 CORNER SCREEN FB
LO (HI) 7 ARROW SCREEN Y

ACE/SINGLE



SALLY

66
633
639

SCREEN WK

SCREEN WB 969
Z SPOT FAKE 60 (70) BELLY

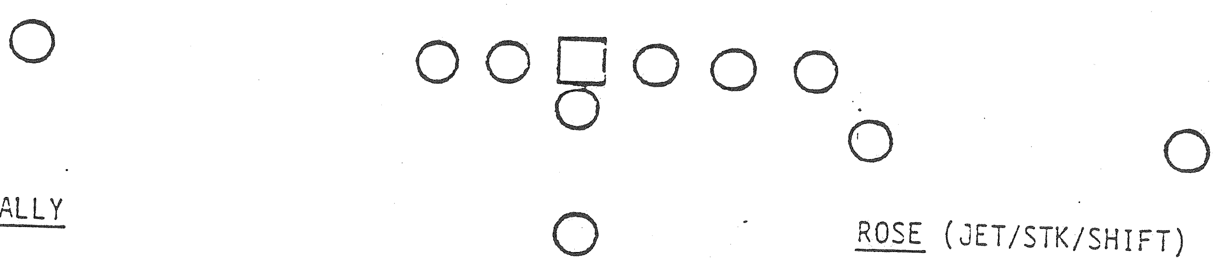
ROSE

8"0"6

SCREEN ST

SCREEN FB 969
CHARLIE 70 SCREEN RT FB 969

TREY/TRIPS



SALLY

626
3"2"6
9"2"6
8"0"6

SCREEN WK

SCREEN HB 969
FAKE 80 (90) G-O SCREEN Y
LITE/FLASH X FAKE TOSS/TRAP

ROSE (JET/STK/SHIFT)

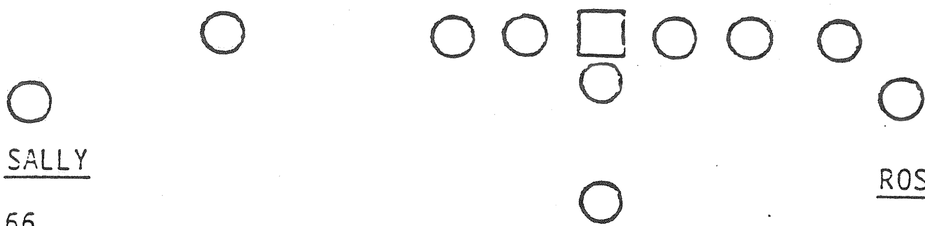
66
633
639

SCREEN ST

SCREEN FB 969
CHARLIE 60 SCREEN LT HB 969
Z SPOT BLUNT 50 (40)

Sc 5

TWINS/FLANK



SALLY

66
633
639

SCREEN WK

SCREEN HB 969
FAKE 80(90) G-O SCREEN
LITE/FLASH Z FAKE TOSS/TRAP
Z SPOT FAKE TOSS

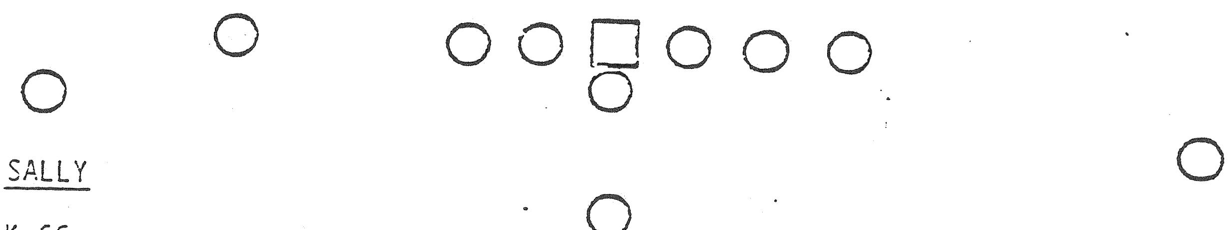
ROSE

8"0"6

SCREEN ST

SCREEN FB 969

TWINS OPEN/FLEX



SALLY

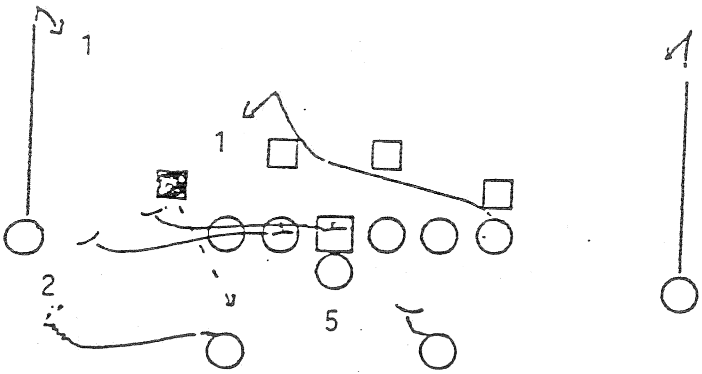
K 66
K 633
K 639

SCREEN WK

SCREEN HB K 969
CHARLIE 60 SCREEN LT HB 969
LITE/FLASH Z FAKE TOSS/TRAP
FLASH/LITE F
Z SPOT FAKE TOSS

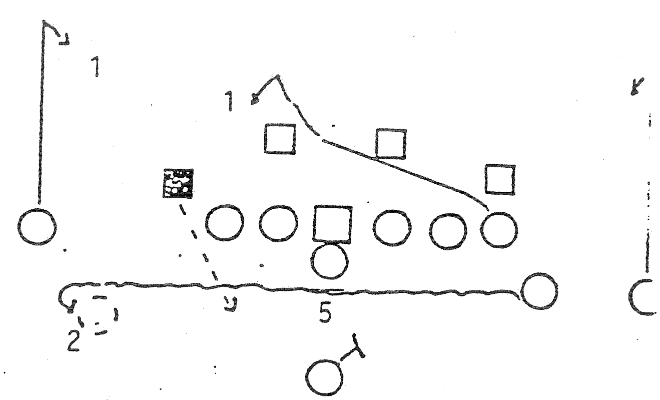
SALLY ROSE

626



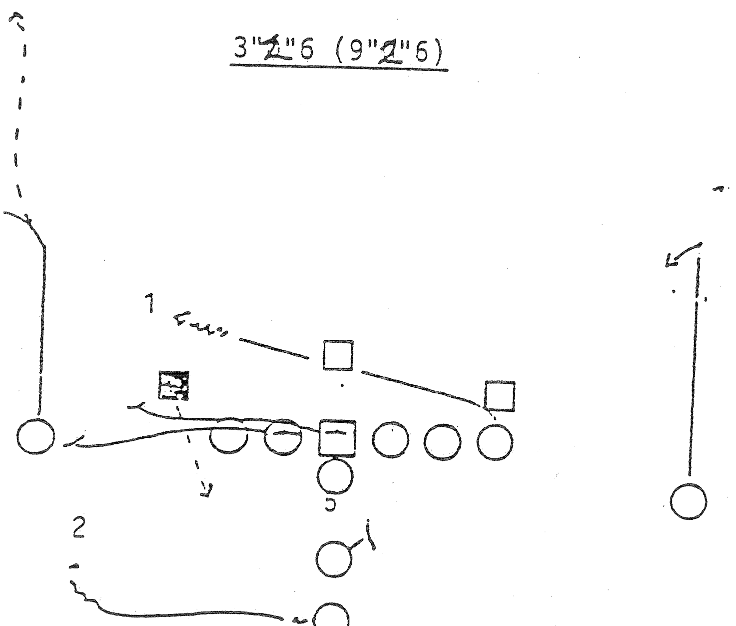
SPLIT RT SALLY 626

626



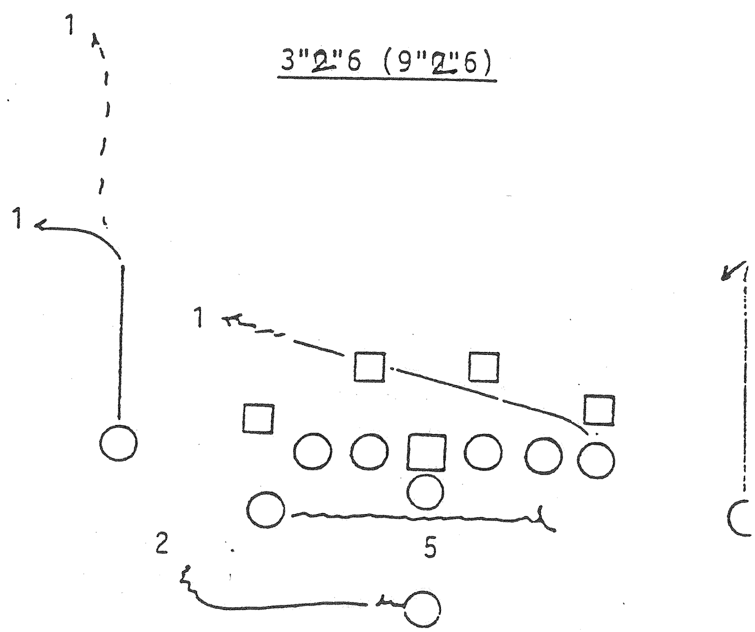
JET (SHIFT) DBL RT SALLY 626

3"2"6 (9"2"6)



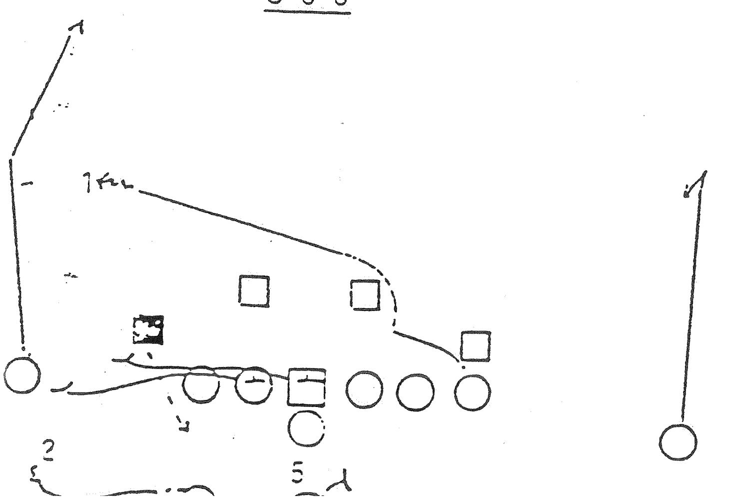
T RT SALLY 3"2"6 (9"2"6)

3"2"6 (9"2"6)



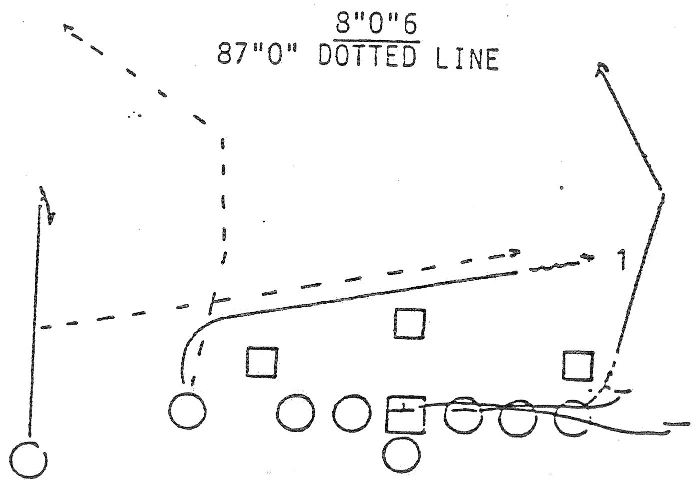
JET TREY RT SALLY 3"2"6 (9"2"6)

8"0"6



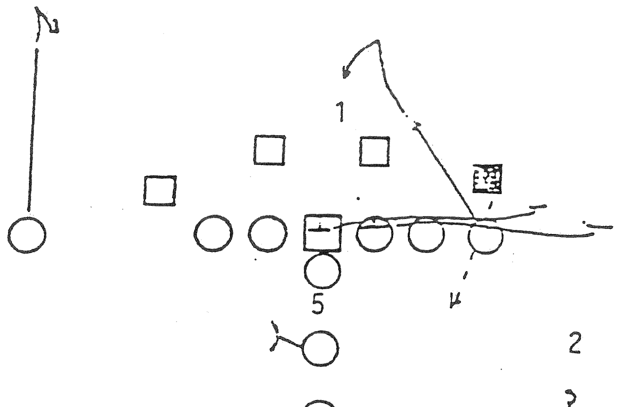
8"0"6

87"0" DOTTED LINE



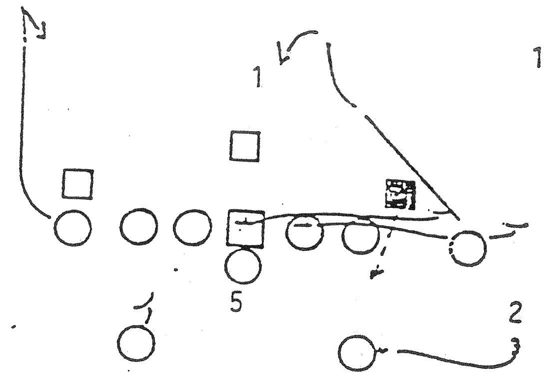
SALLY ROSE

66



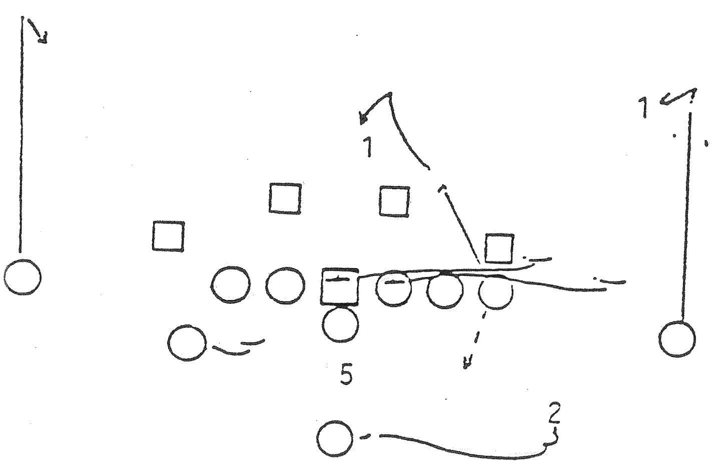
I RT ROSE 66

66



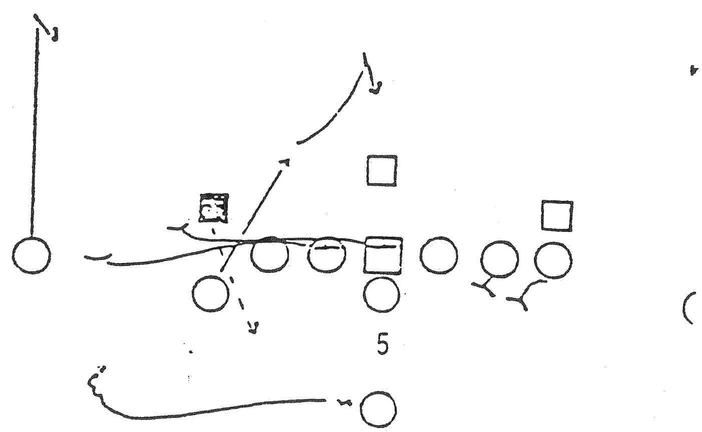
SPLIT LT SLOT ROSE 66

66



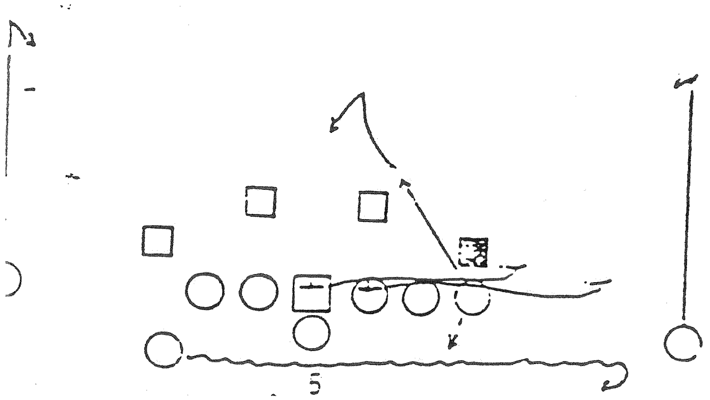
DEUCE RT ROSE 66

DIG 66

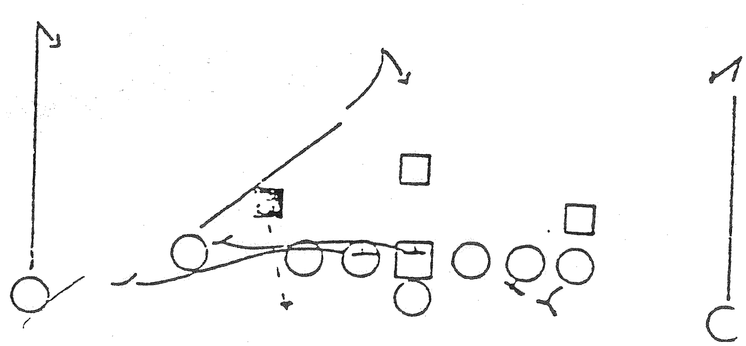


DEUCE RT DIG SALLY 66

66

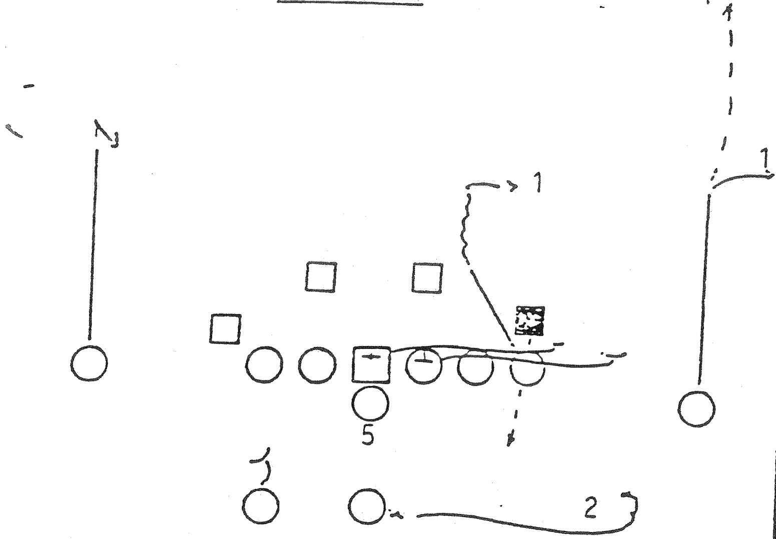


K 66



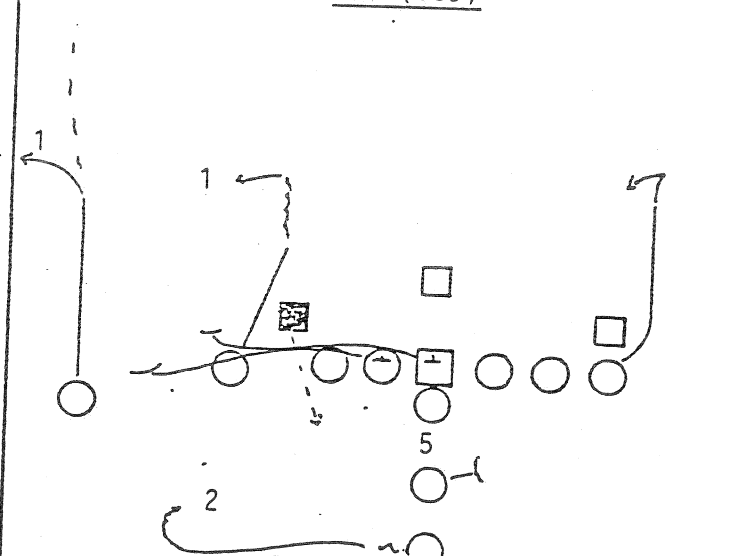
SALLY ROSE

633 (639)



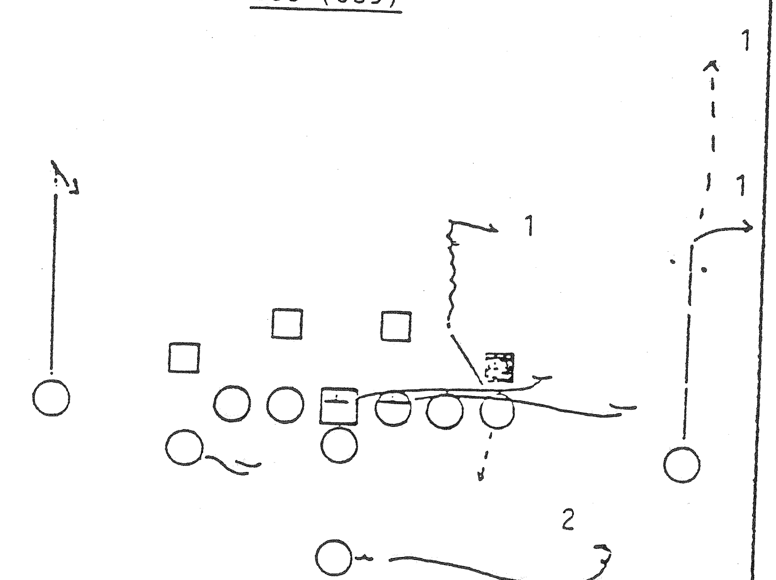
FAR RT ROSE 633 (639)

633 (639)



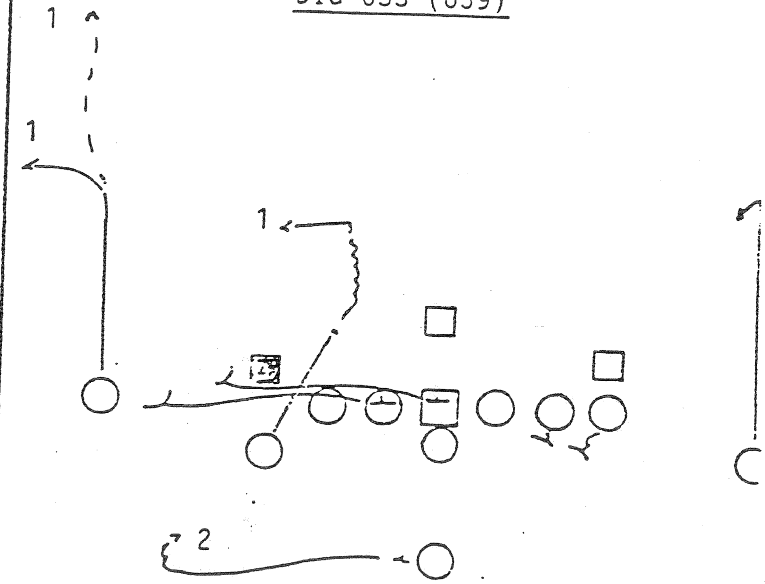
I RT SLOT SALLY 633 (639)

633 (639)



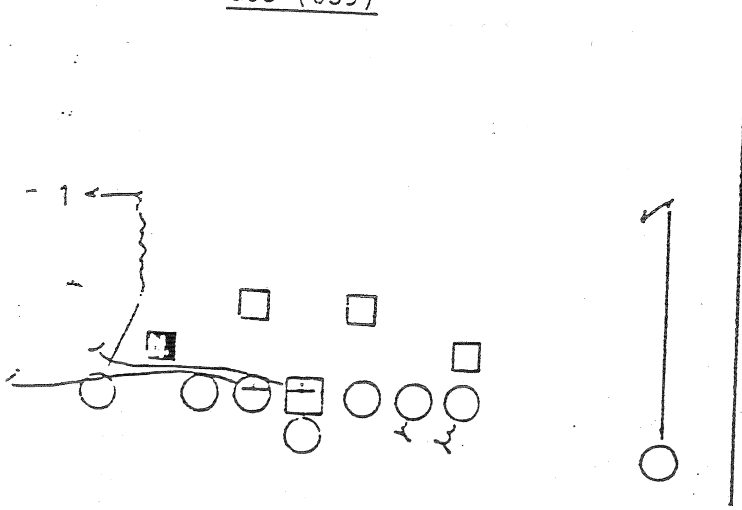
DEUCE RT ROSE 633 (639)

DIG 633 (639)

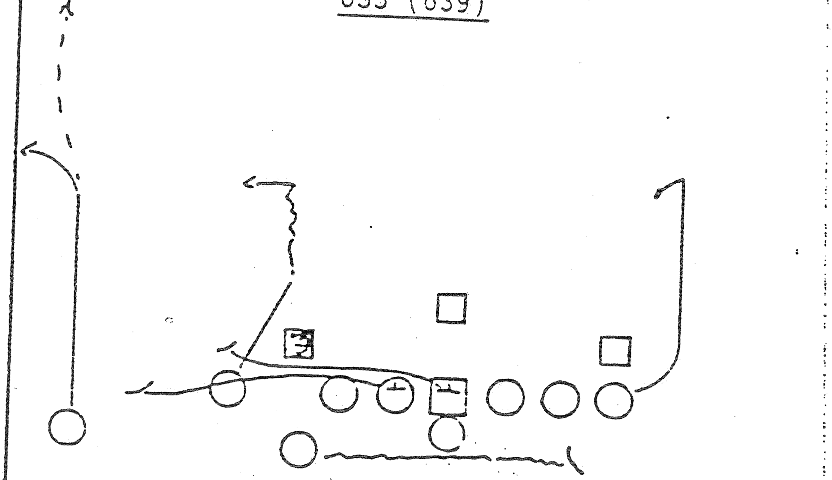


DEUCE RT DIG SALLY 633 (639)

633 (639)



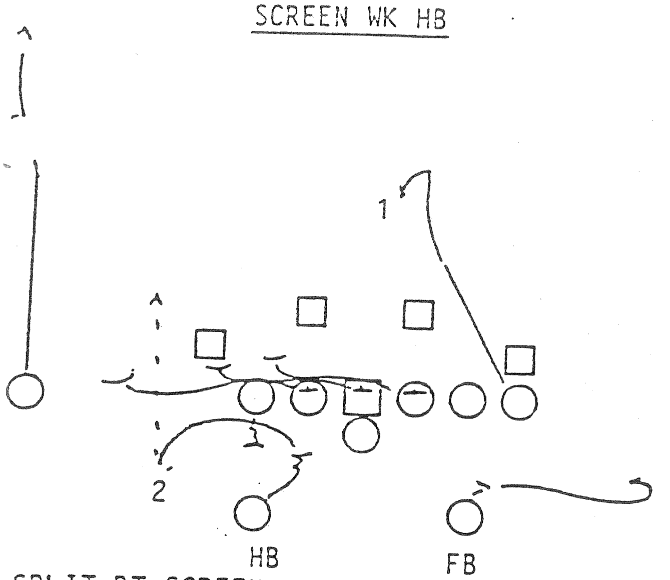
633 (639)



3 COUNT SCREEN

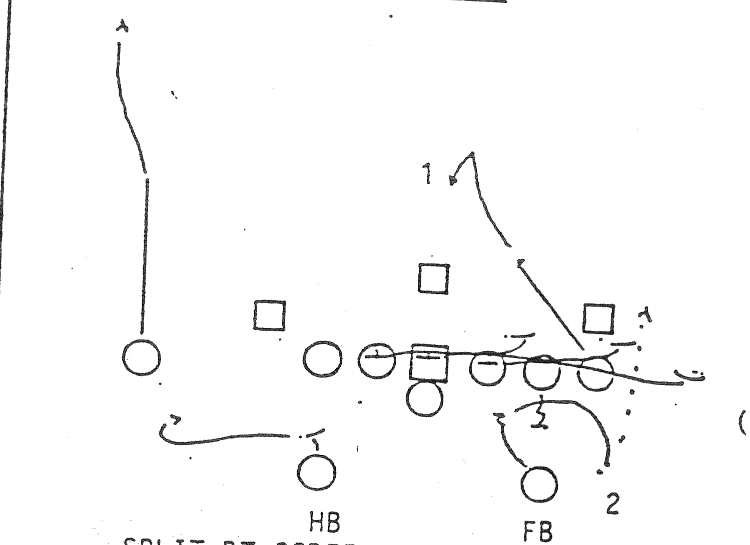
Sc 4

SCREEN WK HB



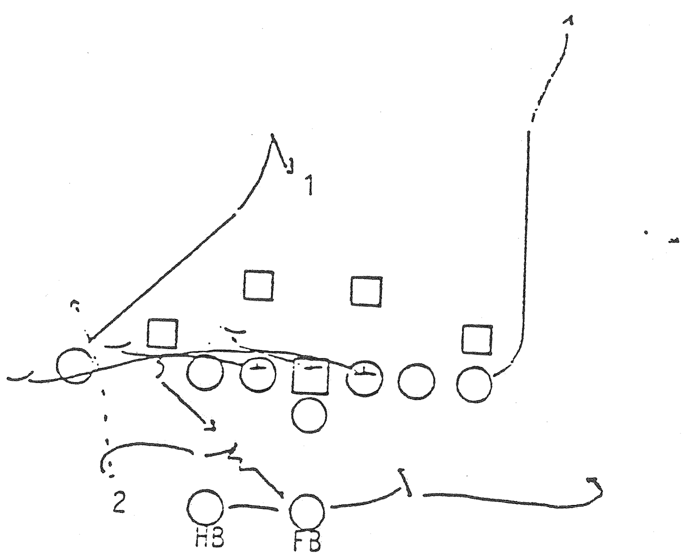
SPLIT RT SCREEN LT HB 969

SCREEN ST FB



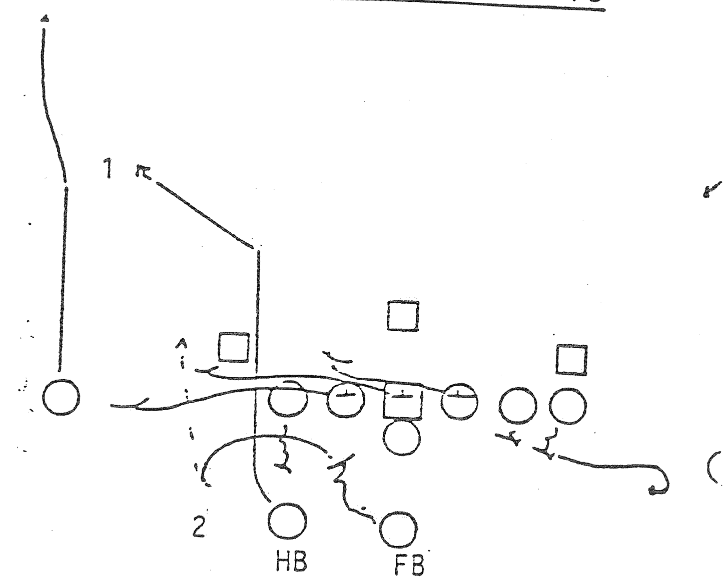
SPLIT RT SCREEN RT FB 969

CROSS SCREEN WK FB



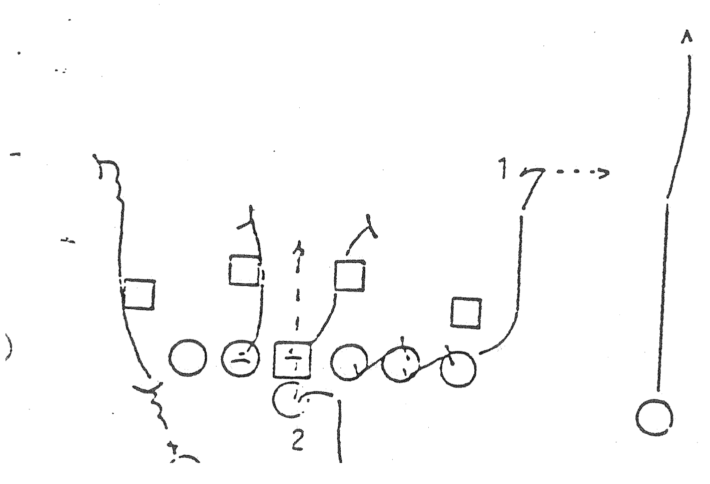
FAR RT SLOT CROSS SCREEN LT FB 969

LO (HI) 9 CORNER SCREEN WK FB

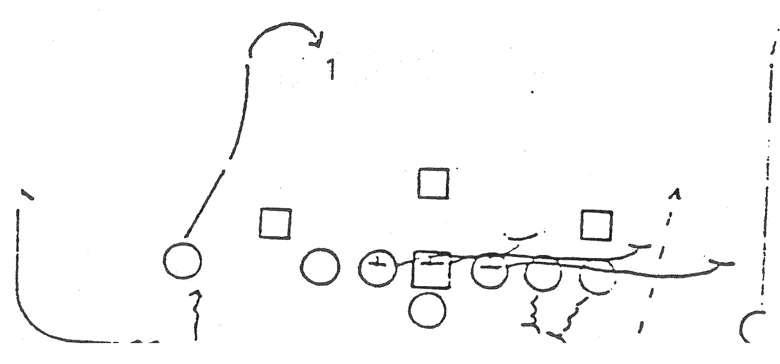


FAR RT LO (CORNER SCREEN LT FB

SCREEN MIDDLE

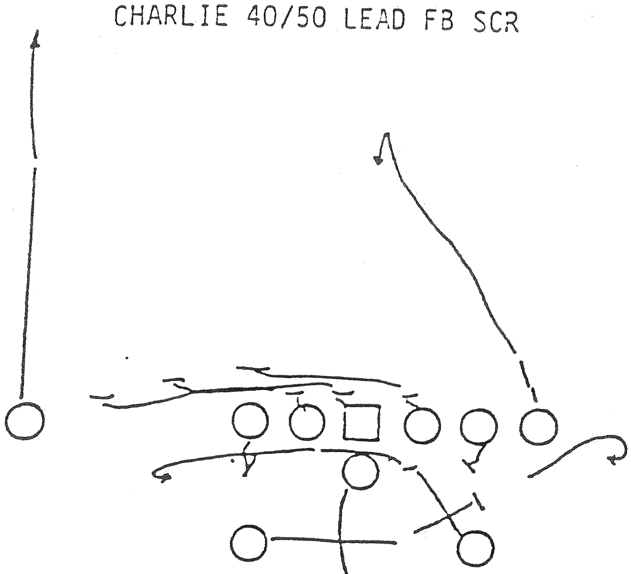


LO HI 7 ARROW SCREEN Y



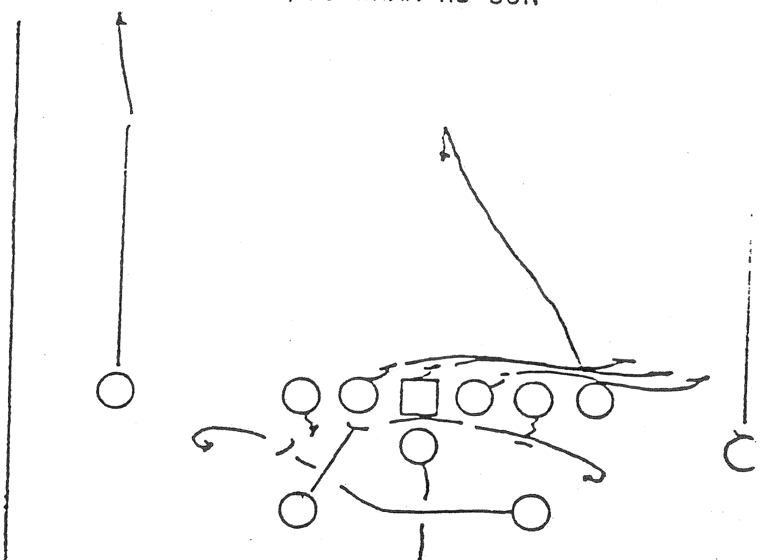
SCREENS - DRAG

CHARLIE 40/50 LEAD FB SCR



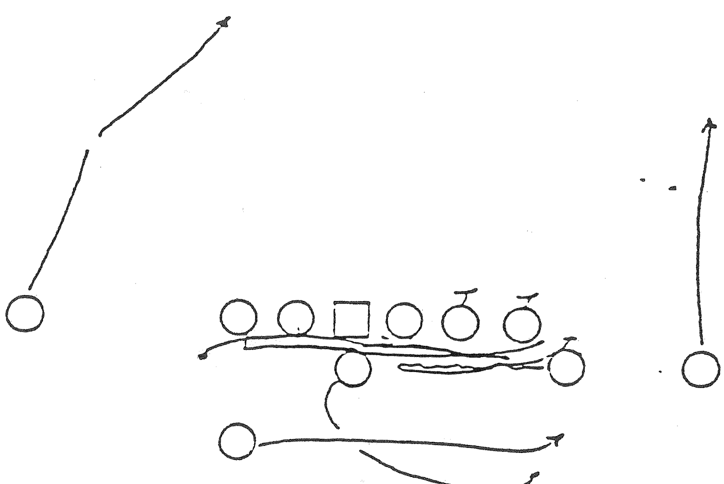
SPLIT RT CH 40 LEAD SCN LT - FB .969

CHARLIE 40/50 WHAM HB SCN

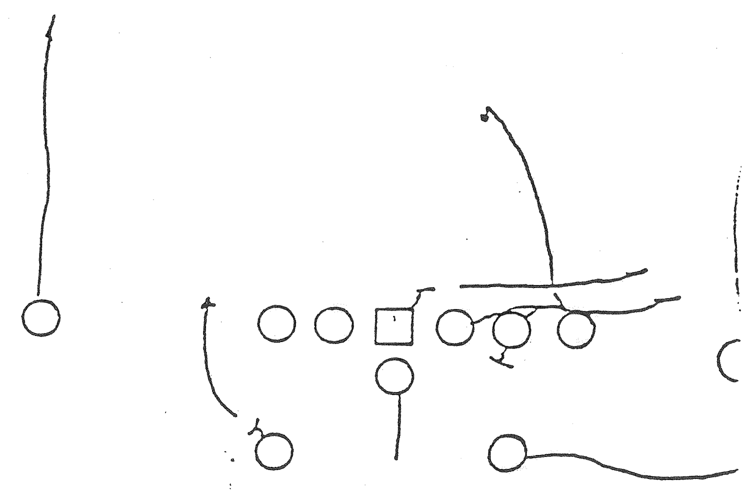


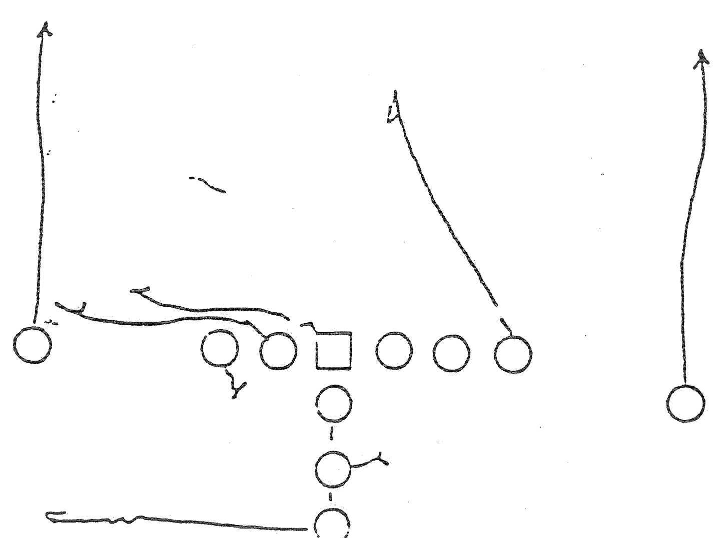
SPLIT RT CH 50 WHAM SCN RT - HB .969

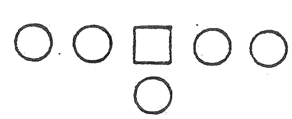
TRIPS RT FK JET FK 80 LOG OH SCN LT - F



SPLIT RT DRAG RT - FB

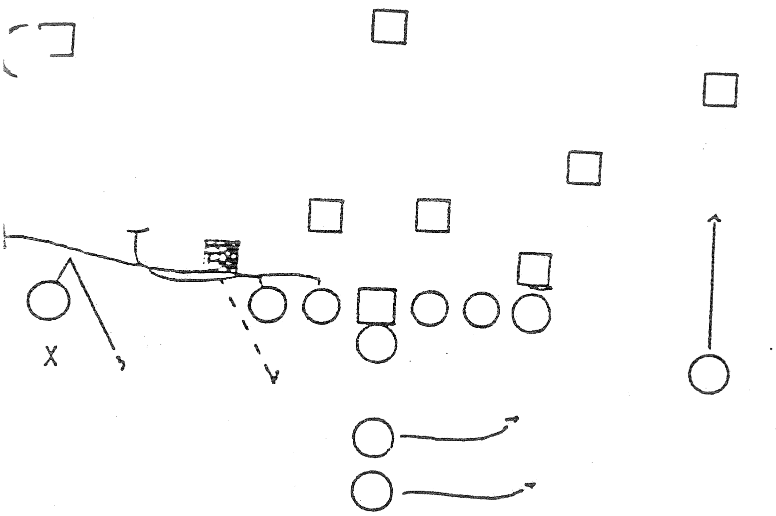




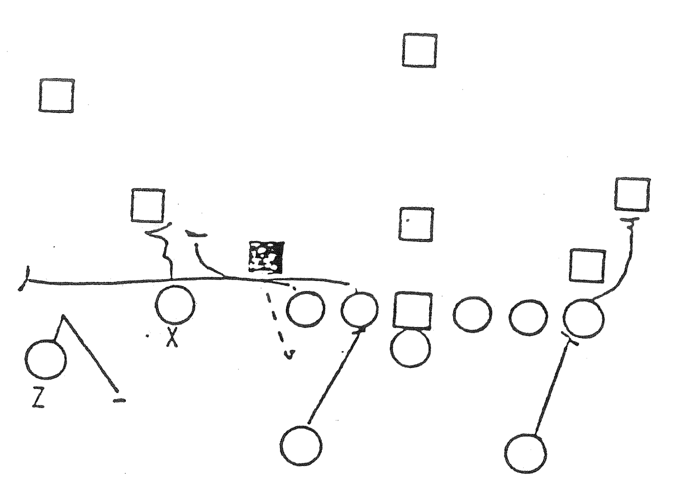


FLASH/LIGHTENING/

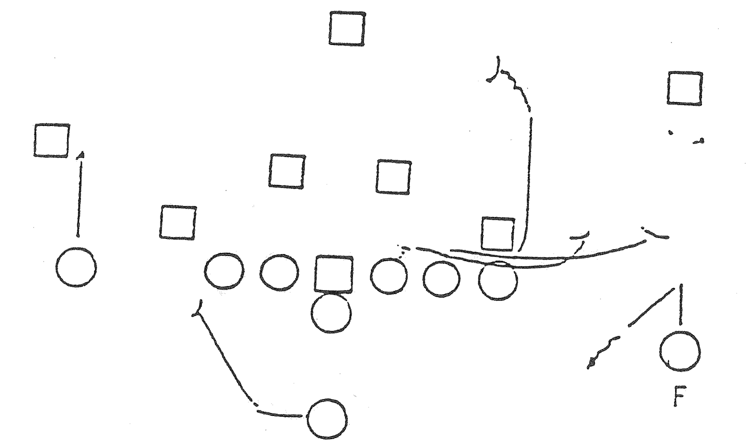
I RT FAKE 80 TOSS LITE X



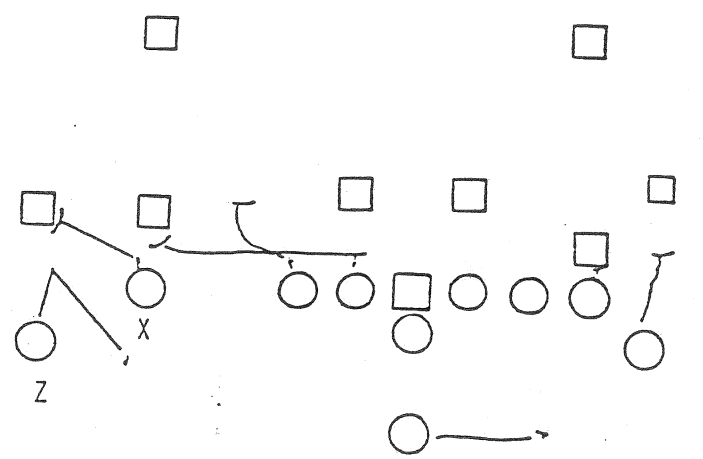
SPLIT RT SLOT FAKE "O" TRAP LITE Z



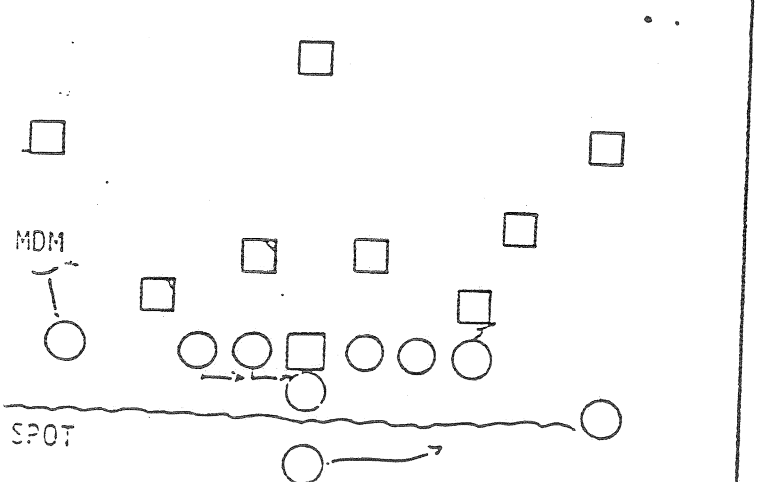
FLEX RT FAKE 70 BELLY FLASH F



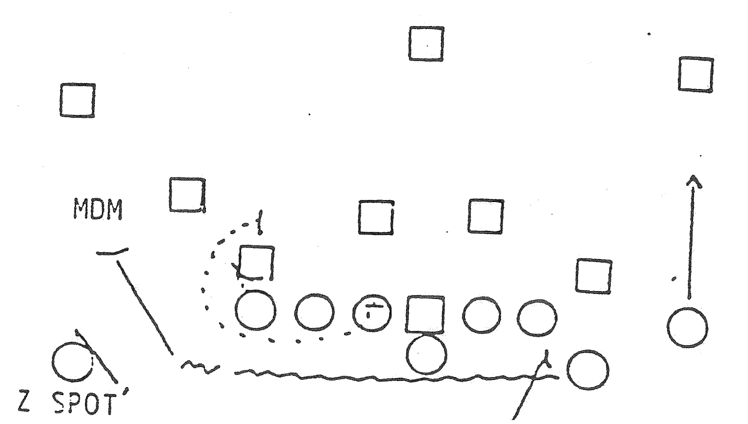
TWINS RT FAKE 80 TOSS LITE Z



ZOOM I RT SLOT FAKE 80 TOSS Z SPOT



JET TREY LT FK 60 BELLY Z SPOT

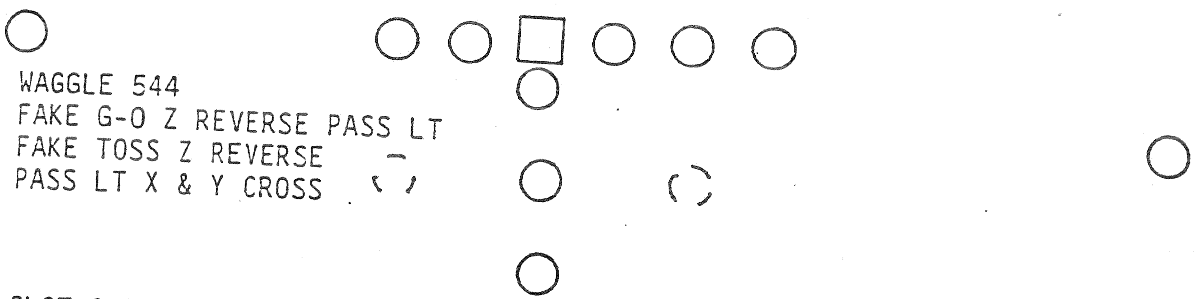


PASS GAME 1985

ACTION	
WAGGLE	544/SLOT 495 FLAT/SLOT 47 FK "O"/415 UP
NAKED FAKE TOSS	544/SLOT 495/SLOT 47 FK "O"/415
NAKED G-O	544/SLOT 495/SLOT 47 FK "O"/415
DASH	866/839/872 FK DELAY/428 WIDE
SPRINT	466, 465

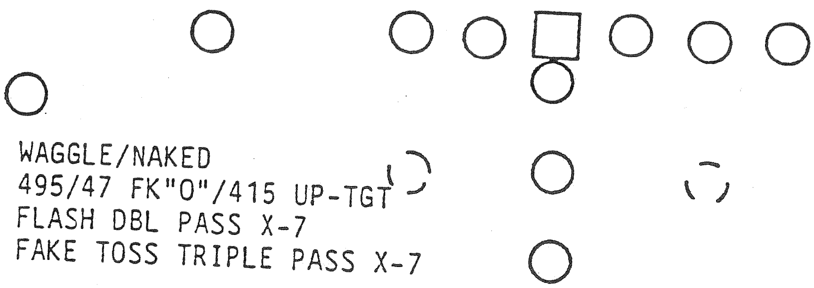
ACTION/SPECIALS BY FORMATION

REGULAR 2 BACK SET



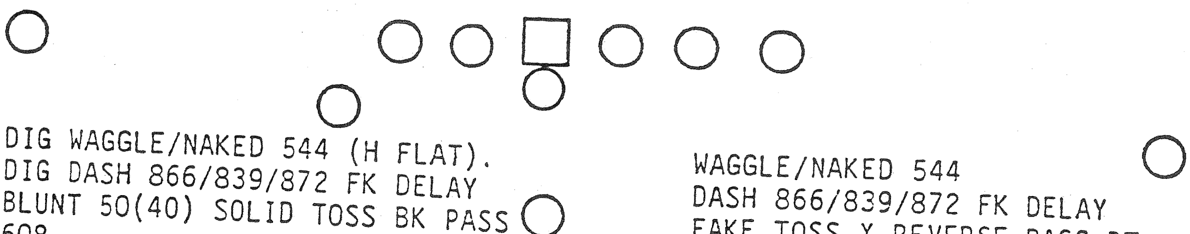
WAGGLE 544
FAKE G-O Z REVERSE PASS LT
FAKE TOSS Z REVERSE
PASS LT X & Y CROSS

SLOT 2 BACK SET



WAGGLE/NAKED
495/47 FK"O"/415 UP-TGT
FLASH DBL PASS X-7
FAKE TOSS TRIPLE PASS X-7

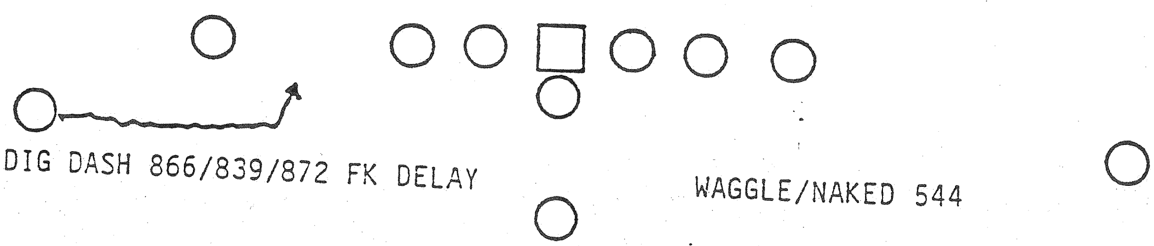
DEUCE/DOUBLE



DIG WAGGLE/NAKED 544 (H FLAT).
DIG DASH 866/839/872 FK DELAY
BLUNT 50(40) SOLID TOSS BK PASS
608

WAGGLE/NAKED 544
DASH 866/839/872 FK DELAY
FAKE TOSS X REVERSE PASS RT

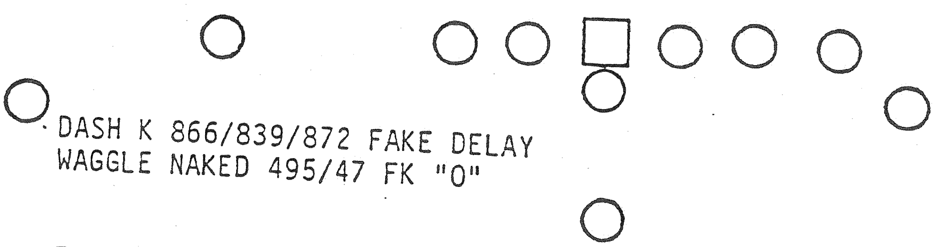
WHIP/DART



DIG DASH 866/839/872 FK DELAY

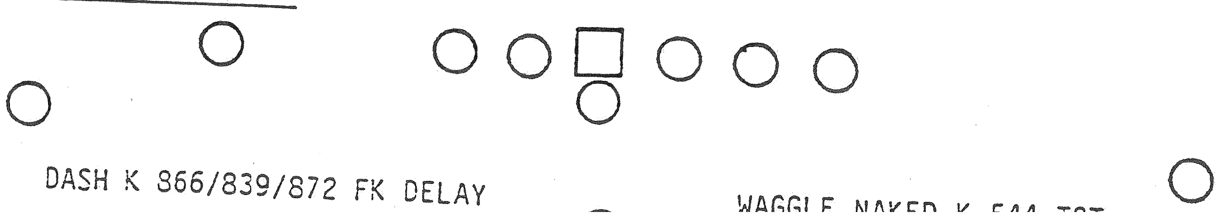
WAGGLE/NAKED 544

TWINS/FLANK



DASH K 866/839/872 FAKE DELAY
WAGGLE NAKED 495/47 FK "O"

FLEX/TWINS OPEN



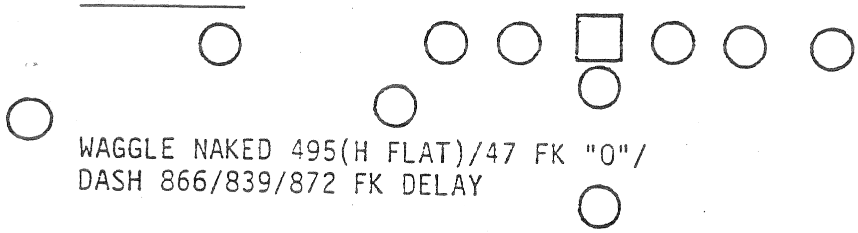
DASH K 866/839/872 FK DELAY

WAGGLE NAKED K 544 TGT

AP 11

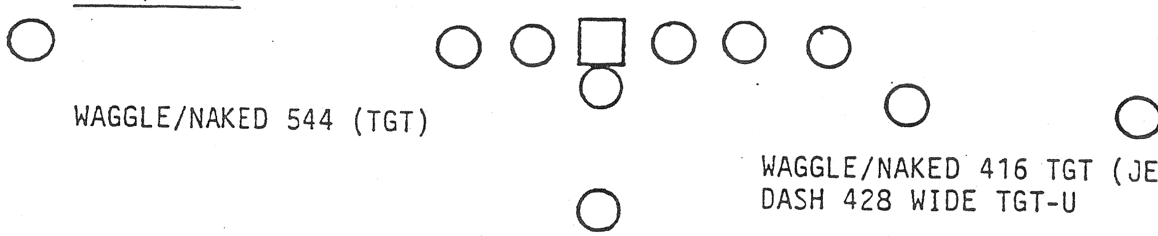
ACTION/SPECIALS -2

ACE/SINGLE



WAGGLE NAKED 495(H FLAT)/47 FK "O"/
DASH 866/839/872 FK DELAY

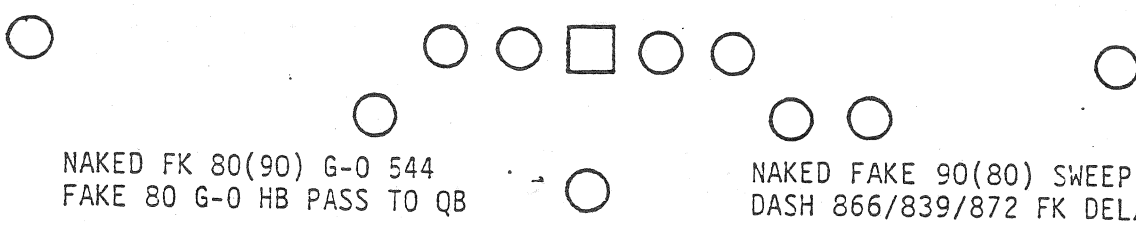
TREY/TRIPS



WAGGLE/NAKED 544 (TGT)

WAGGLE/NAKED 416 TGT (JET)
DASH 428 WIDE TGT-U

GUN FORMATIONS

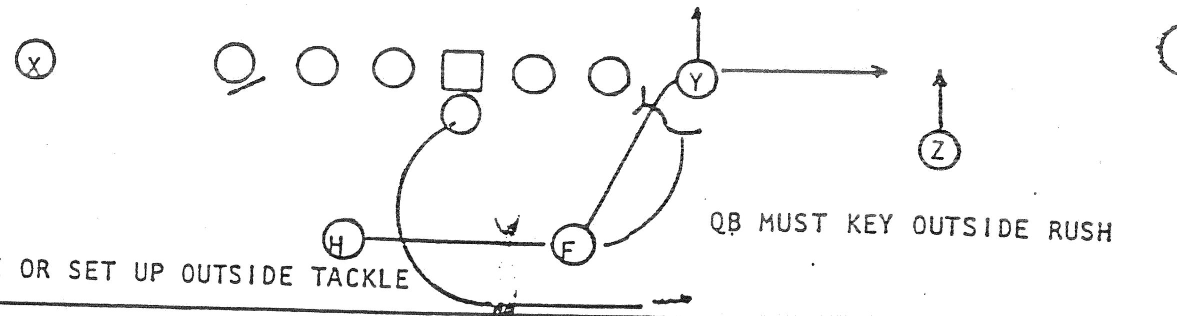


NAKED FK 80(90) G-O 544
FAKE 80 G-O HB PASS TO QB

NAKED FAKE 90(80) SWEEP 47 FK "O"
DASH 866/839/872 FK DELAY

ACTION PASS

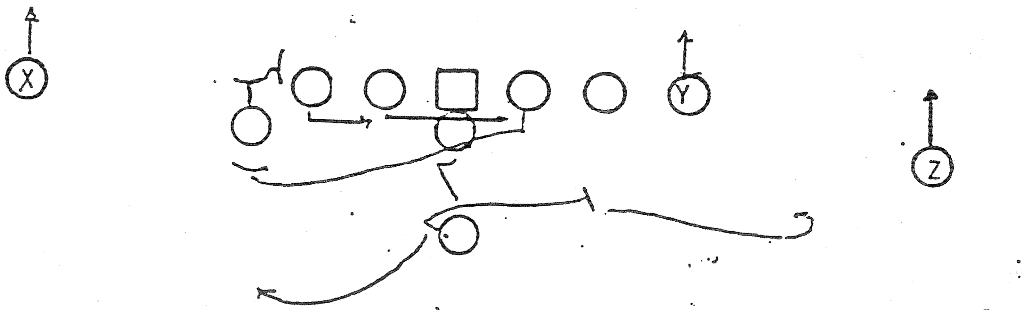
ROLL RT (LT)



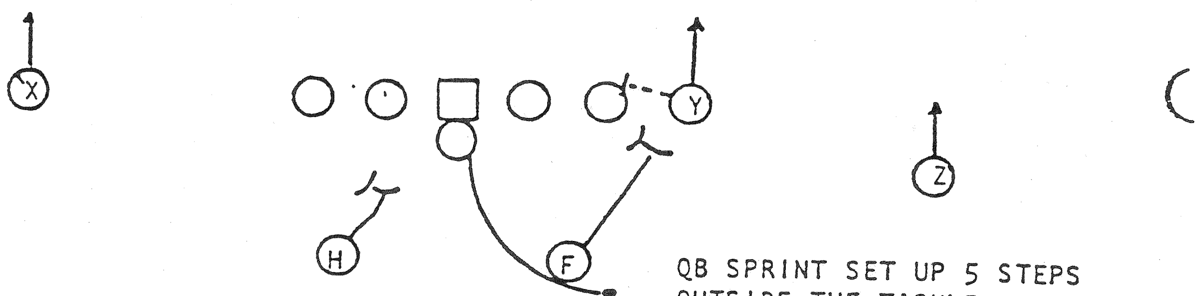
QB MUST KEY OUTSIDE RUSH

QB ROLL OUTSIDE OR SET UP OUTSIDE TACKLE

WAGGLE LT(RT)

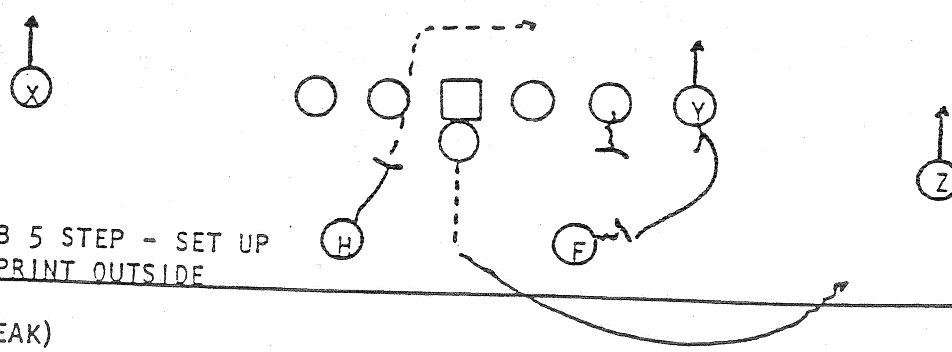


SPRINT RT (LT)



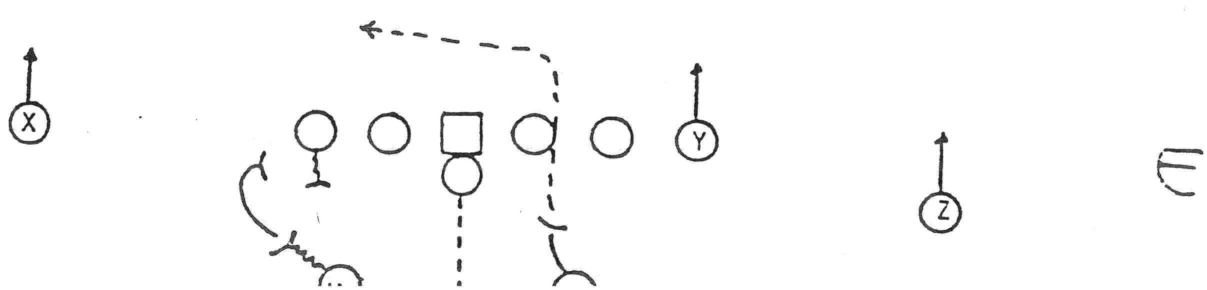
QB SPRINT SET UP 5 STEPS
OUTSIDE THE TACKLE

DASH RT (LT) (STRONG)

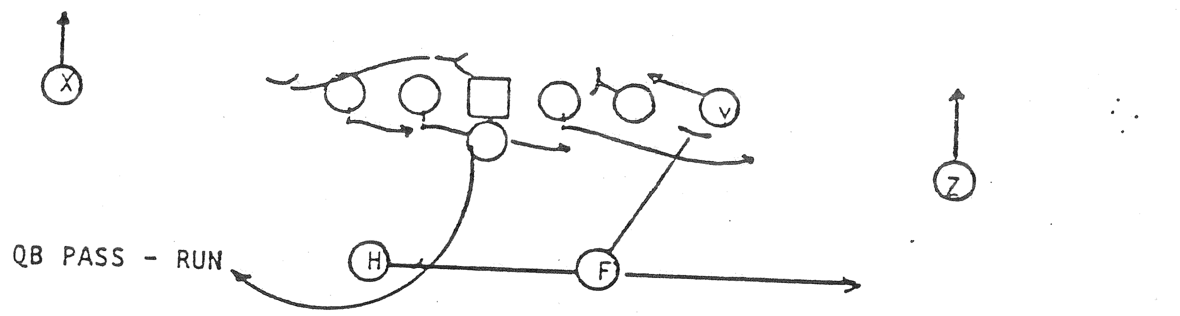


QB 5 STEP - SET UP
SPRINT OUTSIDE

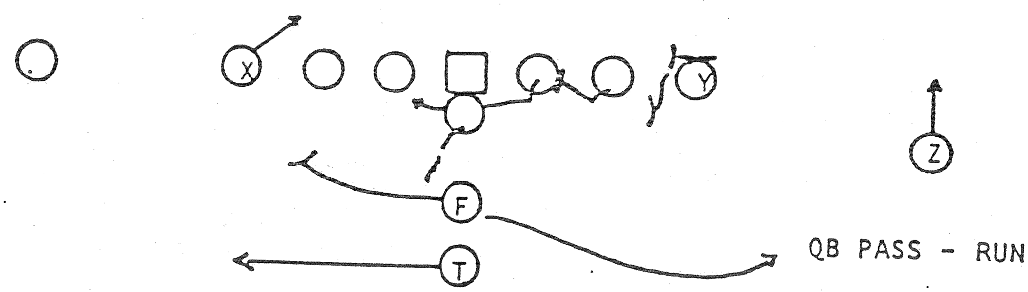
DASH LT (RT) (WEAK)



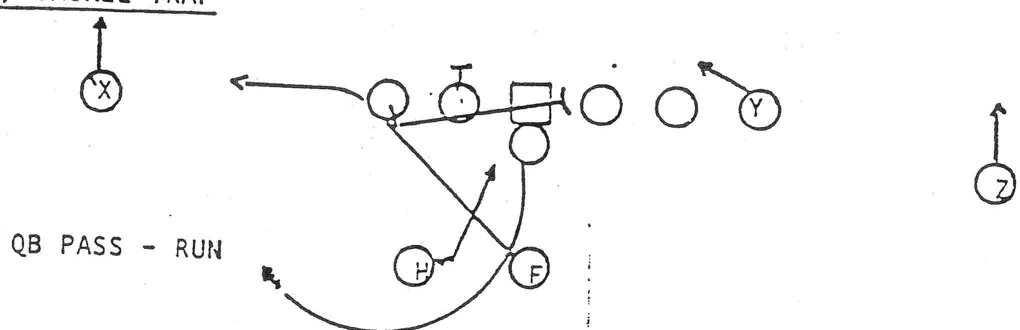
NAKED 80 (90) G-O)

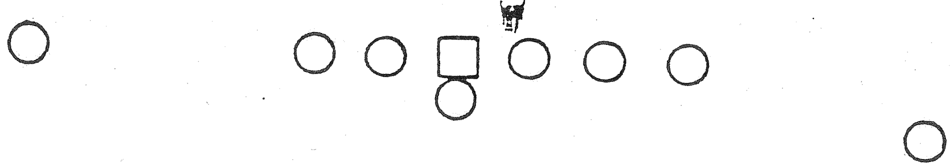


NAKED 90 (80) TOSS



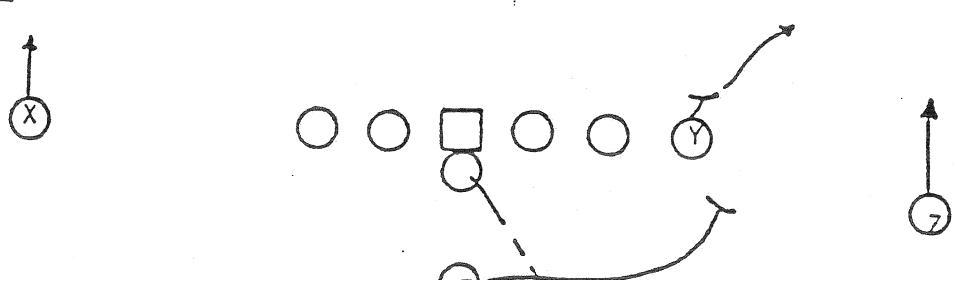
NAKED O (I) TACKLE TRAP





RUN PASS 80 TOSS

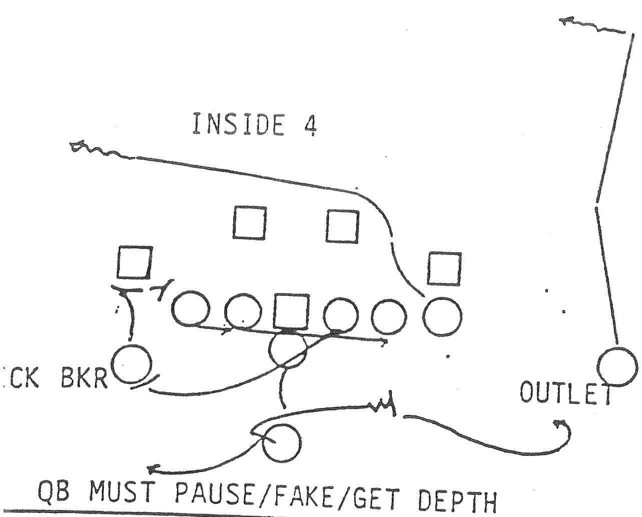
RUN PASS



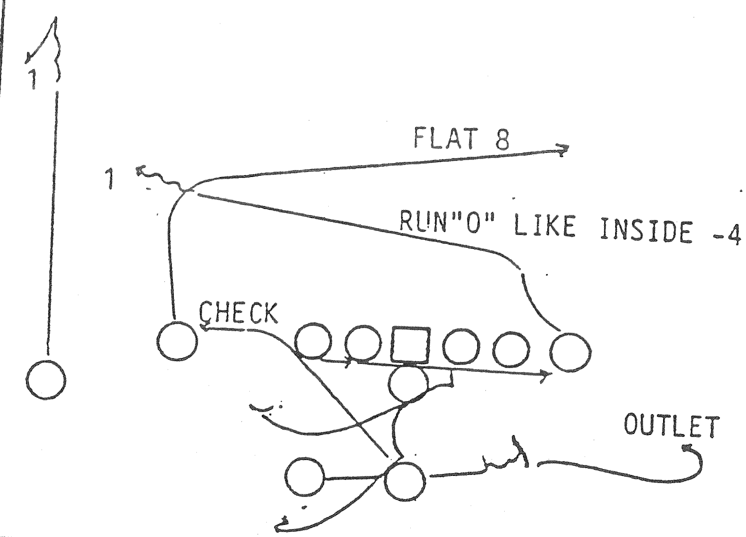
AP 12A

CTION ATTACK: PROTECTION WAGGLE PATTERN SEE BELOW FLARE SEE BELOW

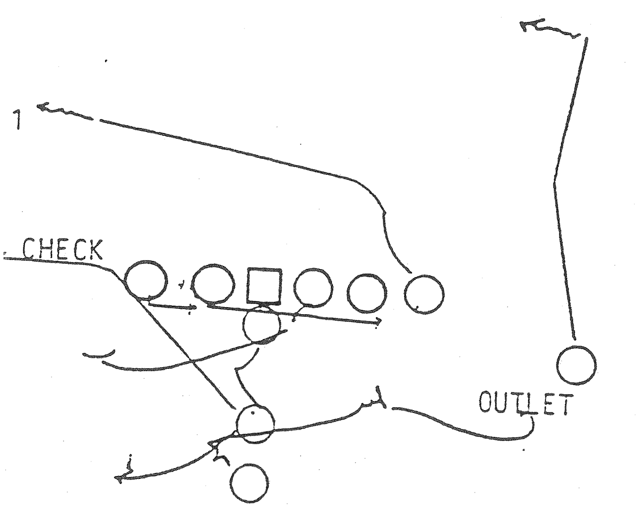
DEUCE RT WAGGLE LT 544



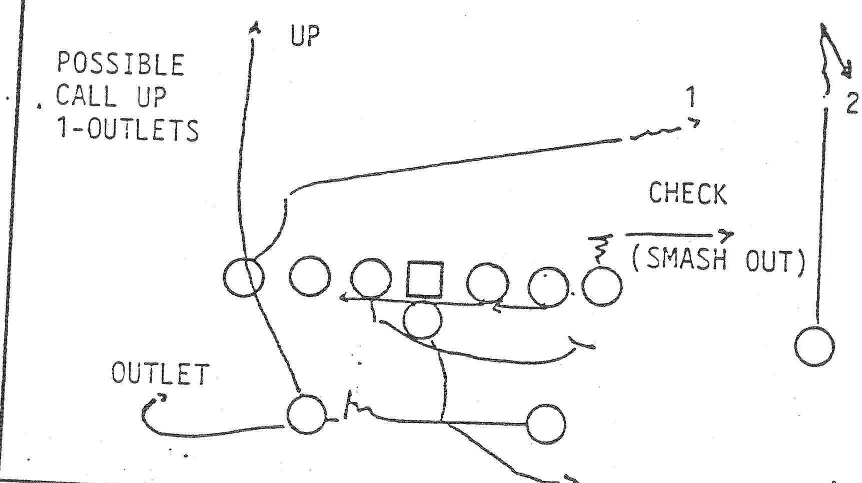
FAR RT SLOT WAGGLE LT "O"85 FLAT



I RT WAGGLE LT 544 FLAT



SPLIT LT SLOT 2 TGT WAGGLE RT 415 UP



CTION ALERT: BASICALLY 30 PLAY. QB MUST P.S.L. RUSH LOOK.

ITZ:

ITZ:

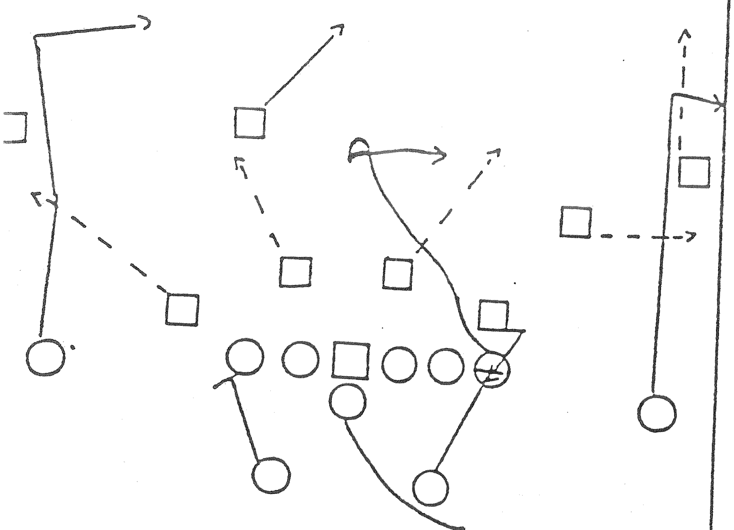
COACHING POINTS QB

AND SELL THE FAKE. WHEN FLAT (SMASH OUT) CALLED MUST CHECK 1ST.
INSIDE 4 OR "O" TO LATE 5 OR OUTLET TO BACK.

TE IS LATE. MUST PUSH DEEP. RELEASE OUTSIDE CLOUD/BUMP.

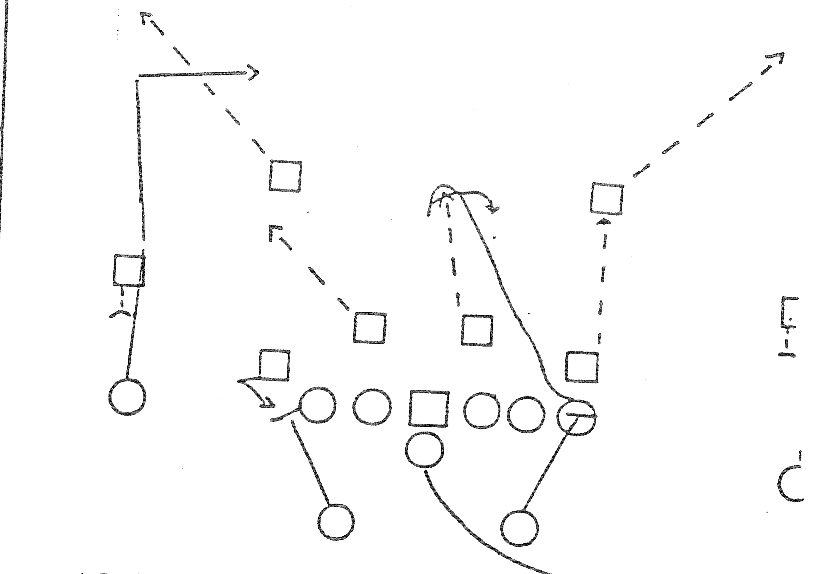
2-2 1/2 YDS, RELEASE INSIDE. RUN INSIDE 4 AND "O" SAME SAY.
12 YDS FAR SIDE. LULL ZONE. SMASH OUT CALL: GET INTO LBKR.

SPLIT RT SPRINT RT 465



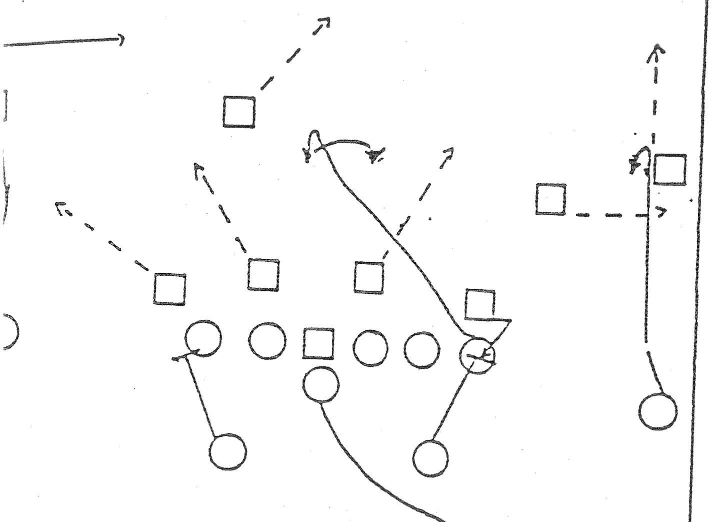
VS 2S

SPLIT RT SPRINT RT 465



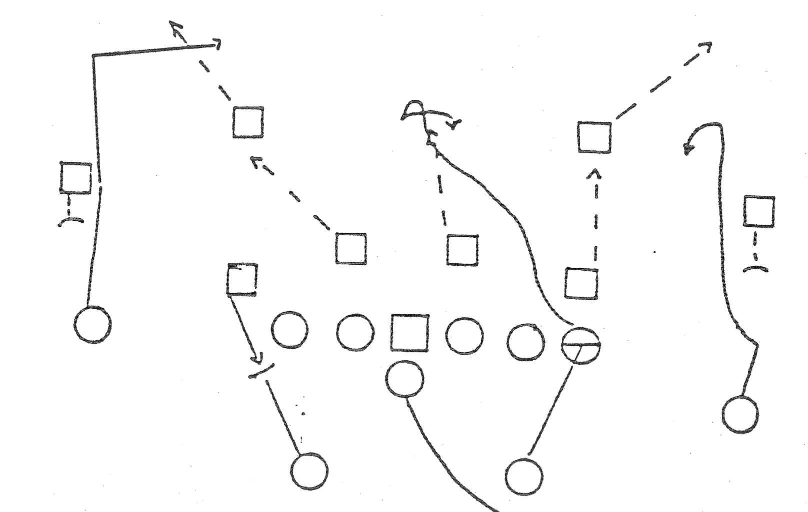
VS 6

SPLIT RT SPRINT RT 466



VS 2S

SPLIT RT SPRINT RT 466



VS 6

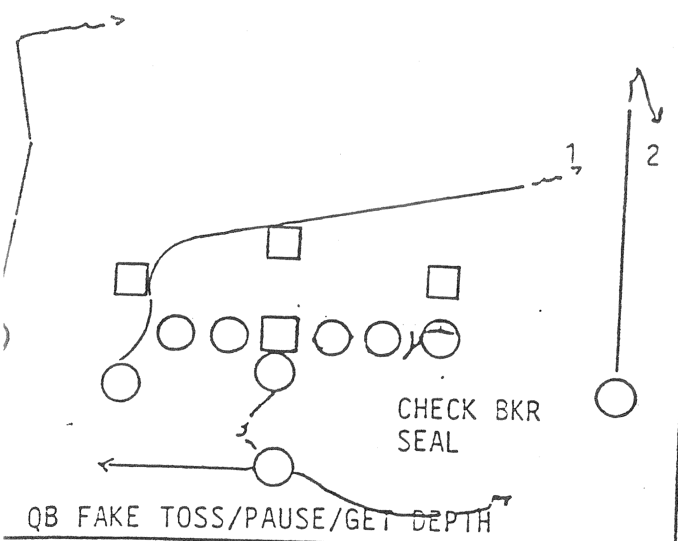
PROTECTION ALERT
SS BLITZ
WK BLITZ

BASIC COACHING POINTS QB

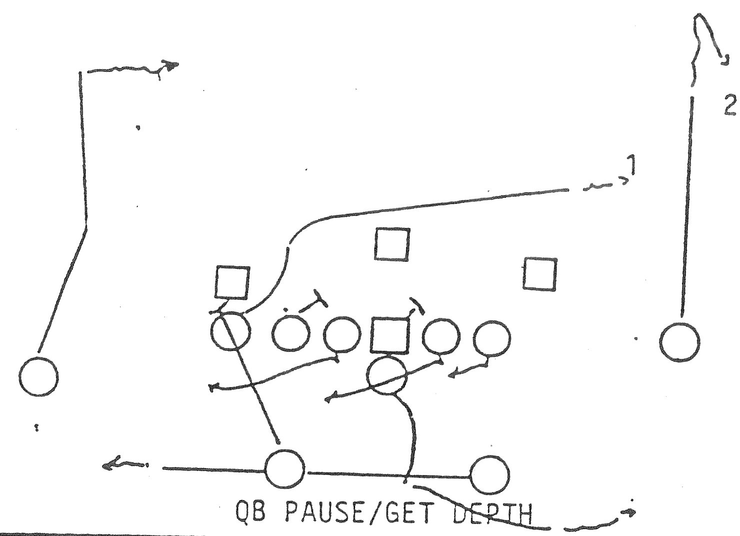
X: BASIC 4 ROUTE. SPLIT OUTSIDE THE #.
Y: INSIDE 6 ROUTE 10-12 YDS DEEP. RELEASE INSIDE SLB.
Z: 5 ROUTE 14-15 YDS DEEP. VS CLOUD/BUMP RELEASE OUTSIDE.
Z: 6 ROUTE 14-15 YDS DEEP. VS CLOUD RELEASE INSIDE. VS BUMP - BEST RELEASE.
WB: BLOCK WLB
SB: BLOCK SLB

:TION ATTACK: PROTECTION NAKED PATTERN SEE BELOW FLARE SEE BELOW

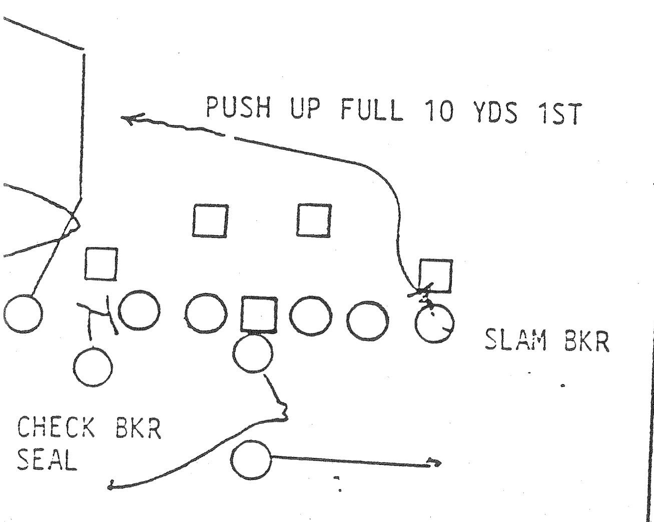
:EUCE RT NAKED RT FK 90 TOSS 544

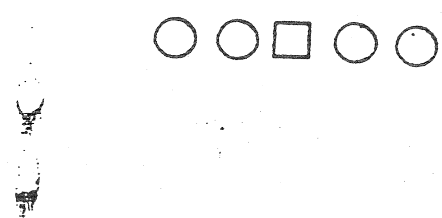


SPLIT LT NAKED RT FK 90 G-O 544



: RT NAKED LT FK 80 TOSS 47 FK "O"





:ECTION ALERT: 30/43 PLAY. QB MUST P.S.L. RUSH LOOK.

:LITZ:

:LITZ:

:C COACHING POINTS QB

: THEN PAUSE, SPRINT WITH DEPTH. FIND PRIMARY RECEIVER 1ST.

:

:UTE PATTERN CALL.

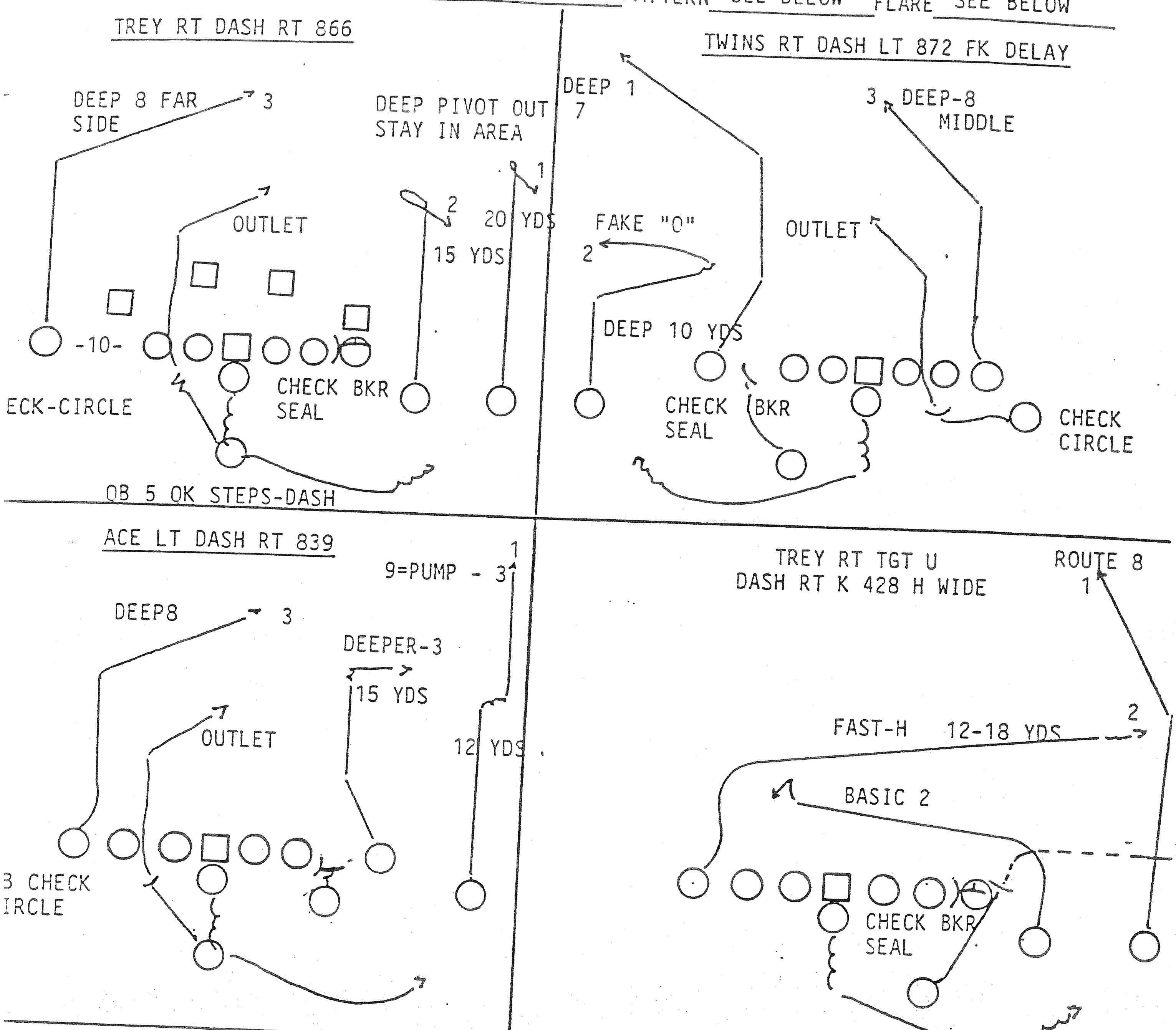
T 2 YDS. RELEASE INSIDE. RUN BASIC INSIDE 4 ROUTE.

S

AKE PLAY CALLED

E ACE HB

ACTION ATTACK: PROTECTION DASH PATTERN SEE BELOW FLARE SEE BELOW



ʾTECTION ALERT: DASH 428 H WIDE. BACKSIDE BKR FREE.

BLITZ:

BLITZ:

IC COACHING POINTS QB

CK 5 STEPS. GET WIDE FAST. WIDTH DEPTH (9-10 YDS). WORK PROGRESSION.

S

ROUTES DEEPER. STAY IN OWN AREA! ALERT 839=9 IS PUMP-3

PLIT WELL OUTSIDE THE #.

RT FOR BLKING ASSIGNMENT OR ROUTE!

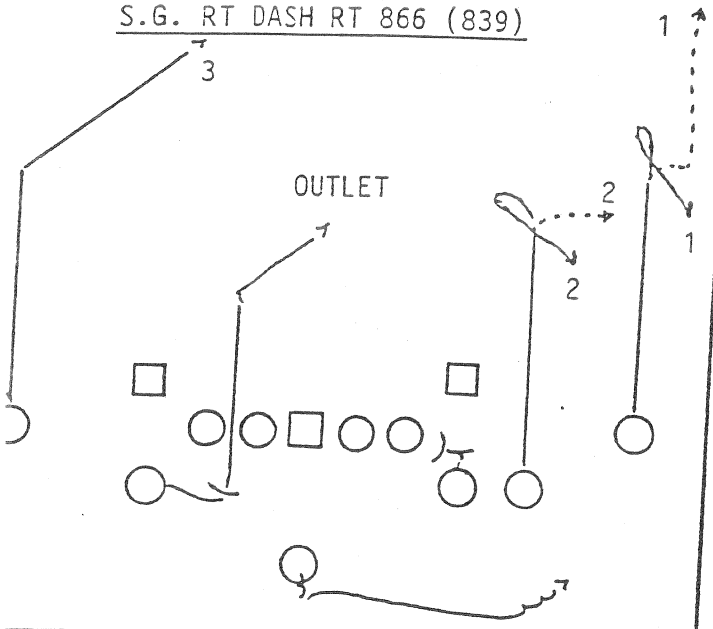
KS

RT FOR BLKING ASSIGNMENT OR ROUTE!

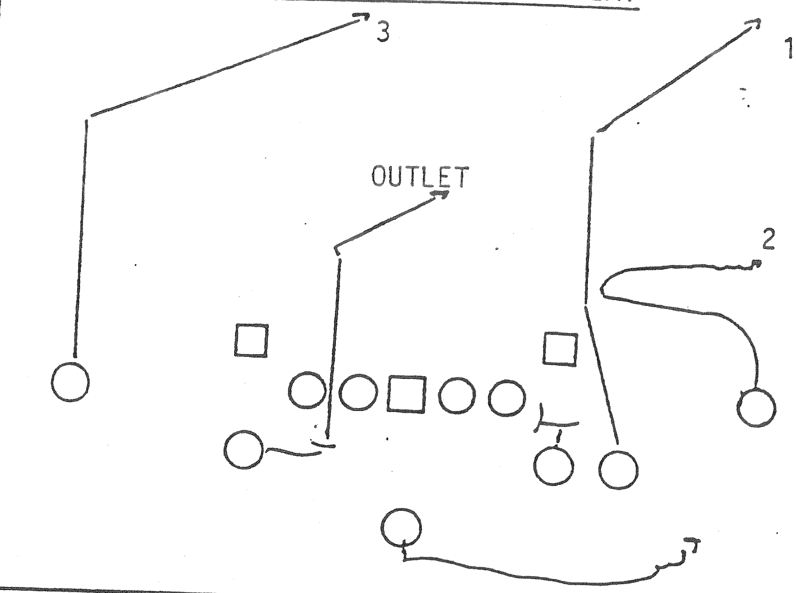
ACTION ATTACK: PROTECTION DASH PATTERN SEE BELOW FLARE SEE BELOW

AP 15

S.G. RT DASH RT 866 (839)



S.G. RT DASH RT 872 FK DELAY



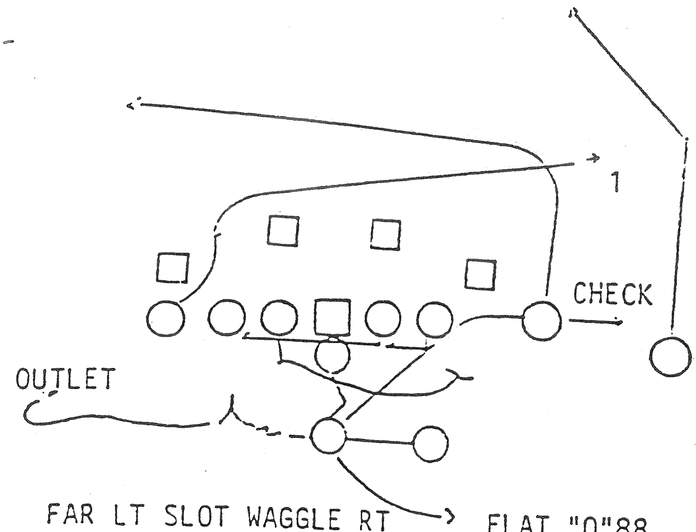
OTECTION ALERT:
AD WK:
AD ST:
BLITZ:
BLITZ:

SIC COACHING POINTS QB

- DASH DEVELOP. 3 STEPS THEN DASH. FOLLOW PROGRESSION.

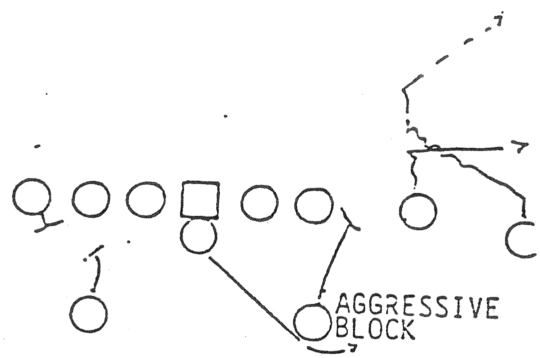
PLUS TERRITORY

PLUS TERRITORY



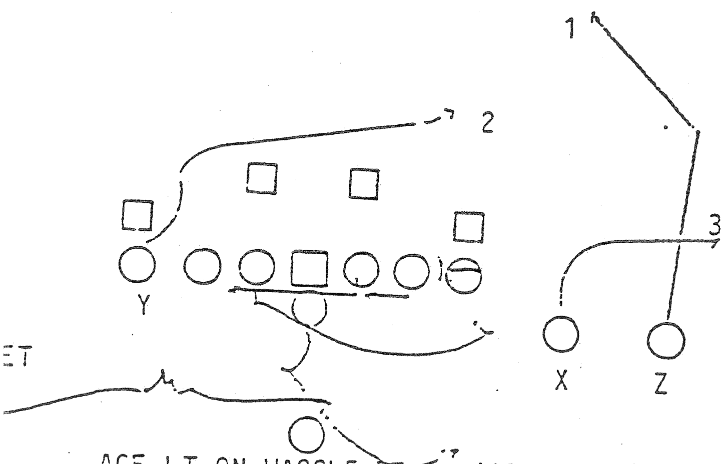
FAR LT SLOT WAGGLE RT FLAT "O"88

QB PASS/RUN



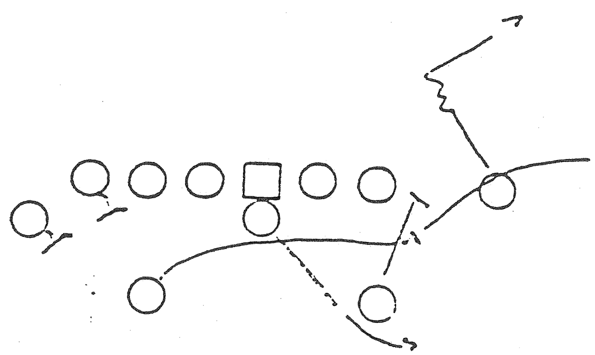
SPLIT LT SLOT SPRINT RT PICK 17

X + Z SPLIT WIDE
Z-8
X-5 YD 1 ROUTE
Y-BASIC 4

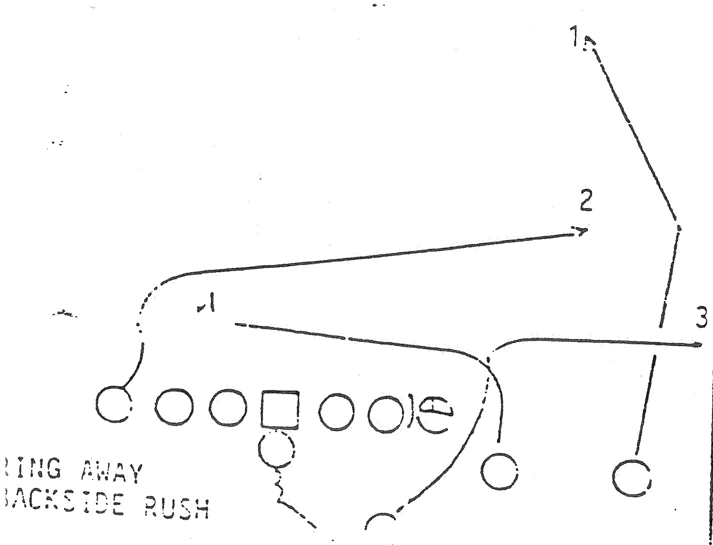


ACE LT ON WAGGLE RT 418

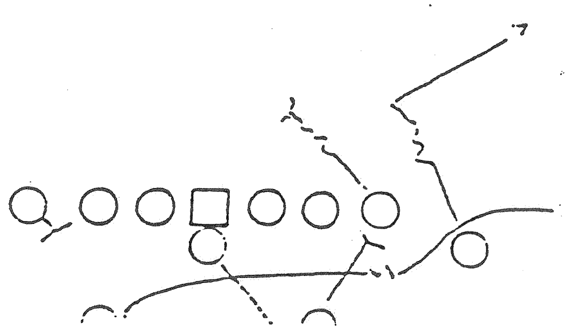
QB PASS/RUN



CHANGE LT PAIR H JET SPRINT RT PICK 7 FLAT



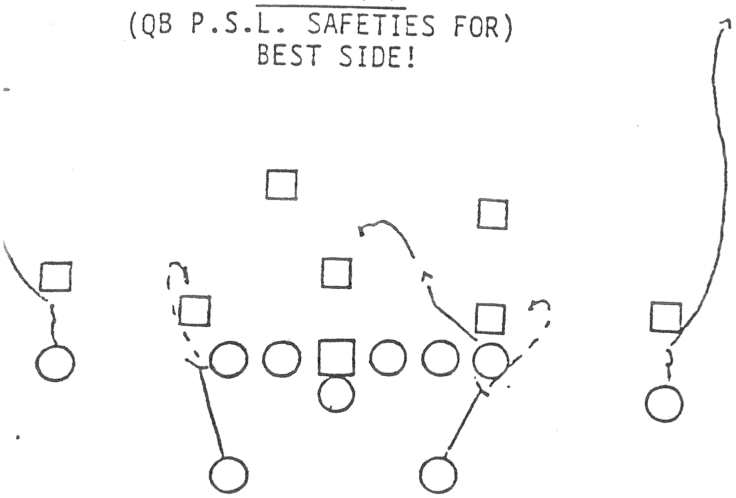
QB PASS/RUN



PLUS TERRITORY

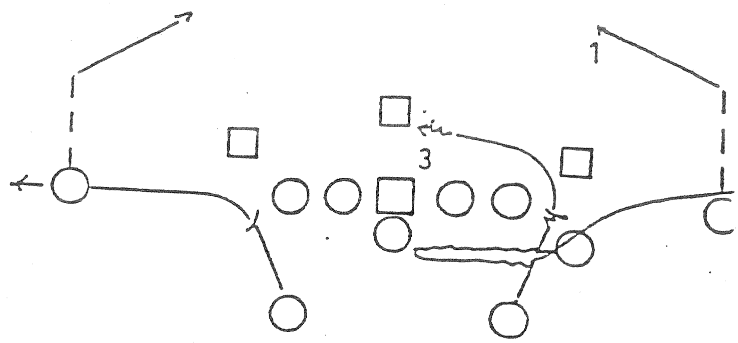
PLUS TERRITORY

BEAT BUMP
(QB P.S.L. SAFETIES FOR)
BEST SIDE!



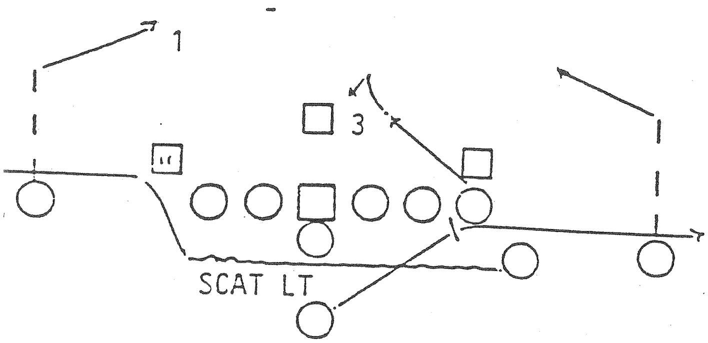
SPLIT RT 11 VS BUMP ON WR'S

3 STEP 2 ROUTES +9 IN
(TE RUN A FLAT 1)



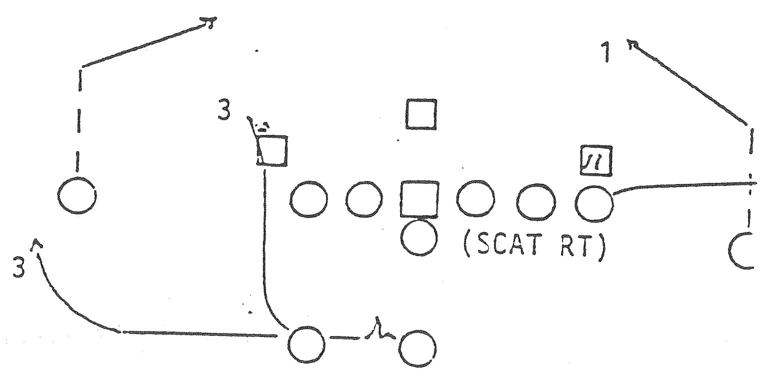
SPLIT RT FK FLY 212 F CROSS

QB WORK WK SIDE



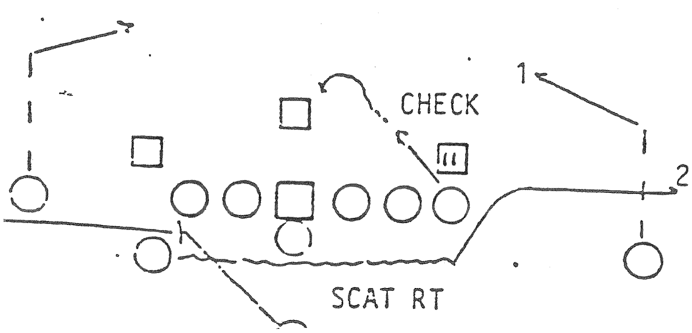
NEAR RT UP H JET SCAT LT 12 FLAT

QB WORK ST SIDE

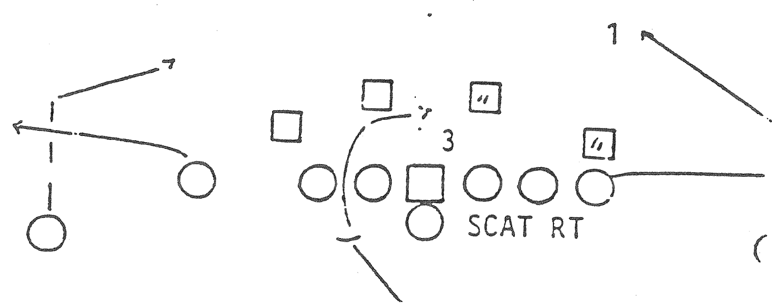


FAR RT LO 212 (3 DIGIT AGGRESSIVE)

QB WORK ST SIDE

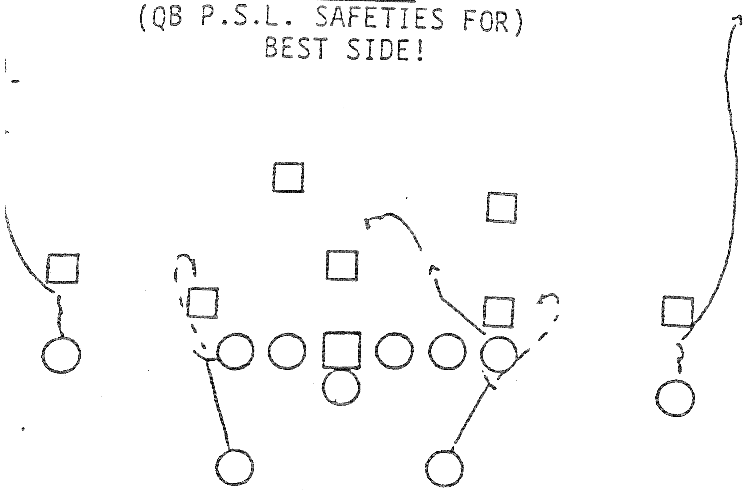


QB THINK Y-F



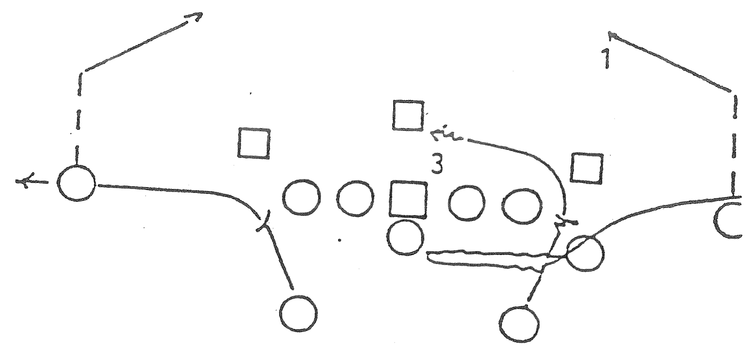
PLUS TERRITORY

BEAT BUMP
(QB P.S.L. SAFETIES FOR)
BEST SIDE!



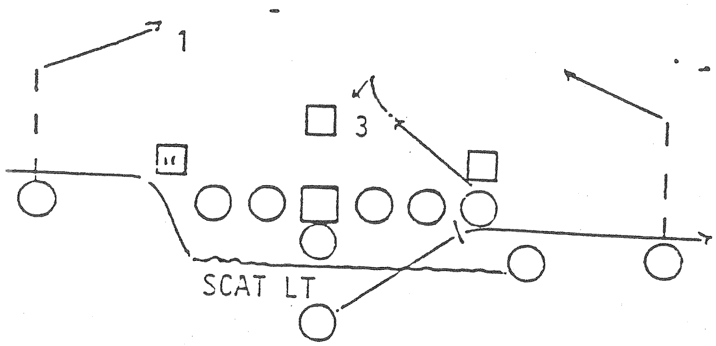
SPLIT RT 11 VS BUMP ON WR'S

3 STEP 2 ROUTES +9 IN
(TE RUN A FLAT 1)



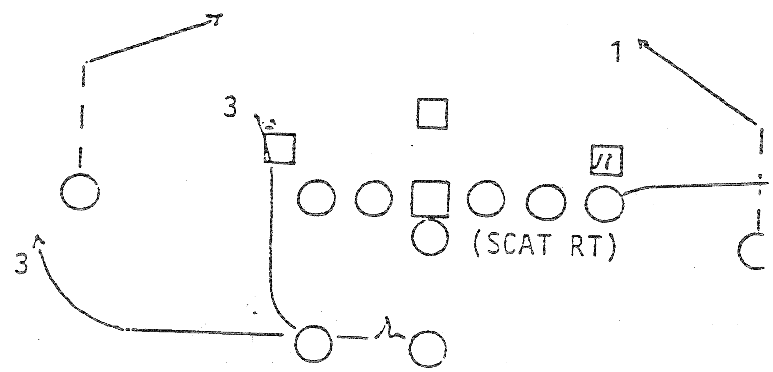
SPLIT RT FK FLY 212 F CROSS

QB WORK WK SIDE



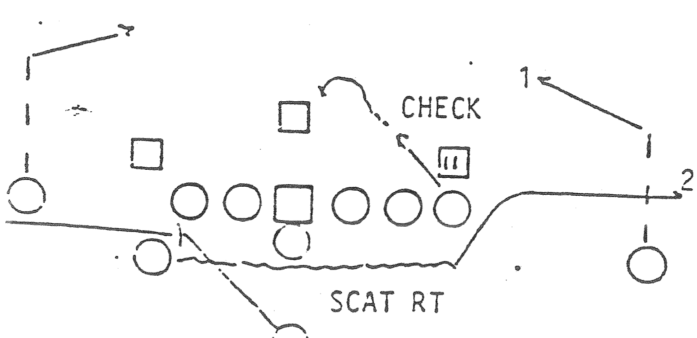
NEAR RT UP H JET SCAT LT 12 FLAT

QB WORK ST SIDE

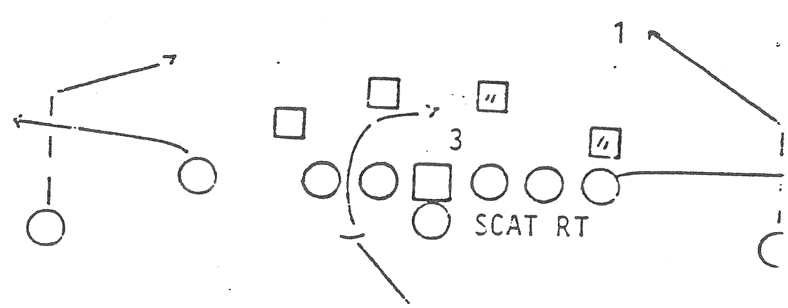


FAR RT LO 212 (3 DIGIT AGGRESSIVE)

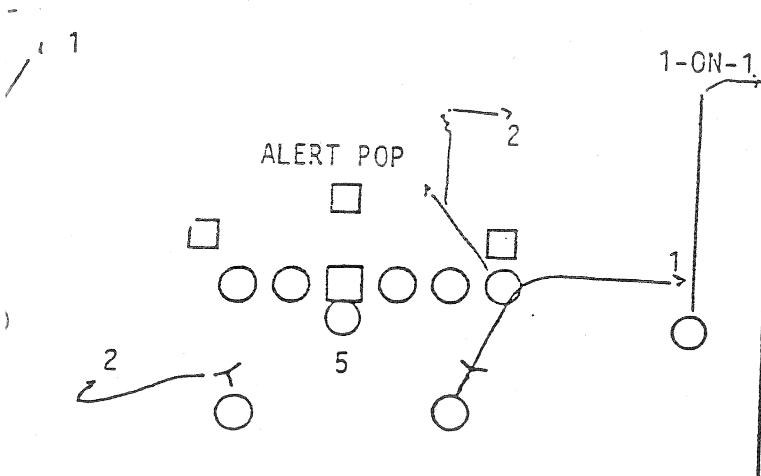
QB WORK ST SIDE



QB THINK Y-F

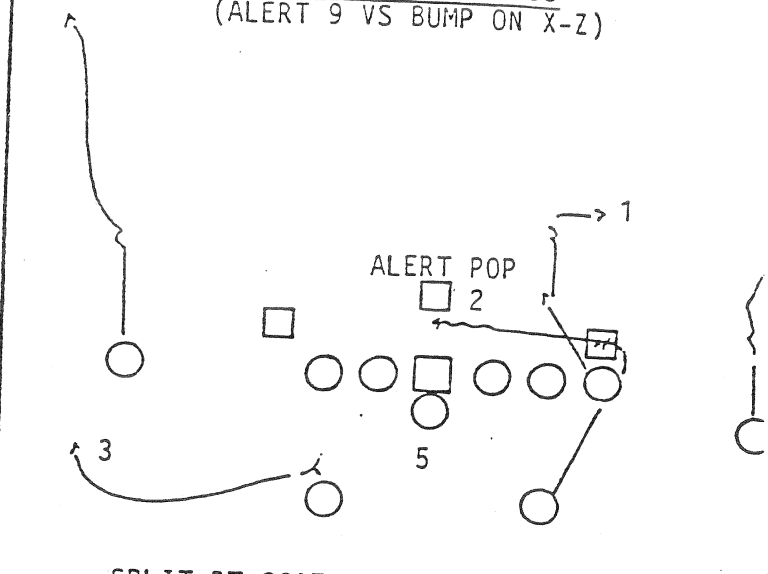


QB P.S.L. WK SAFETY
(FOR X-8 OR 33 COMBO)



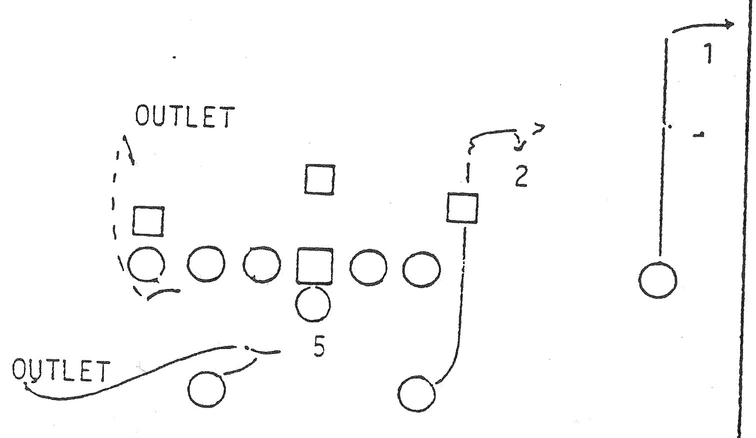
SPLIT RT 833 F FLAT (POCKET)

QB KEY Y-3/F CROSS
(ALERT 9 VS BUMP ON X-Z)



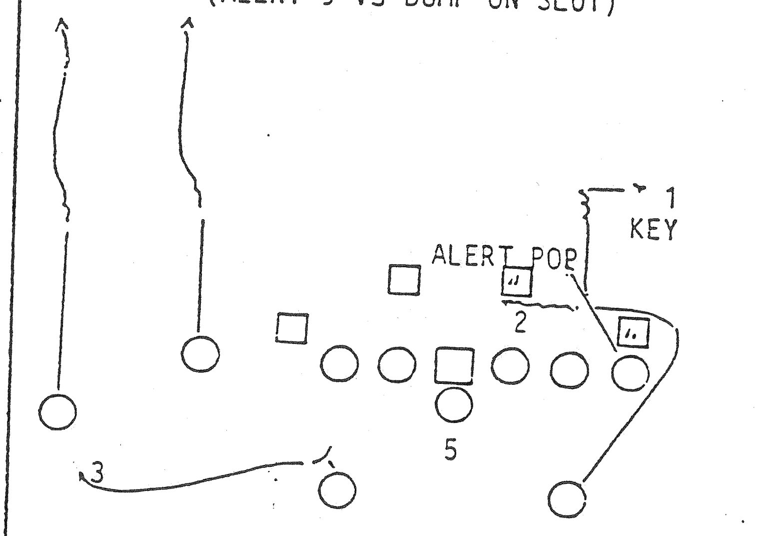
SPLIT RT SCAT RT 939 F CROSS-FLARE

GOOD PROTECTION
(WORK 1-ON-1)
HB/X

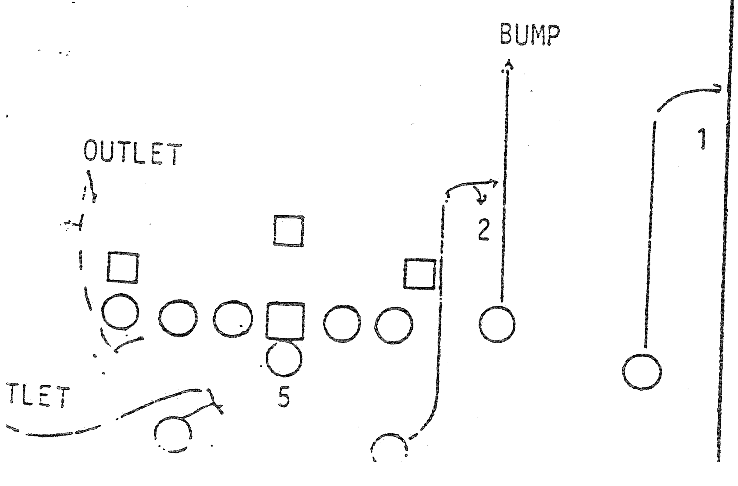


SPLIT LT OPTION RT 303

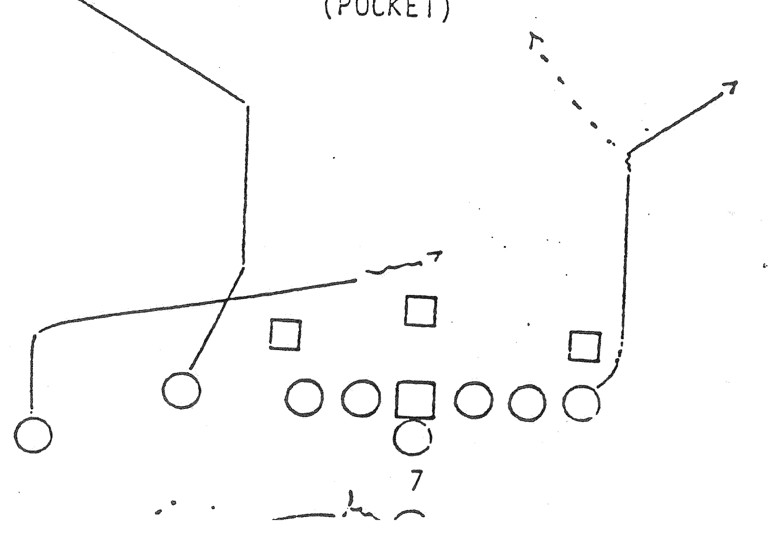
COUNTER TO 368
(ALERT 9 VS BUMP ON SLOT)



SPLIT RT SLOT SCAT RT 399 F CROSS-FLARE



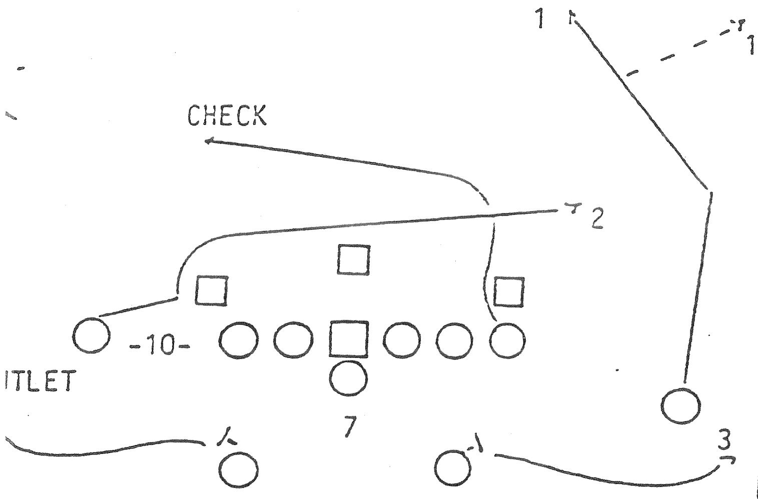
WORK Y VS SLIDE COVER
(POCKET)



PLUS TERRITORY

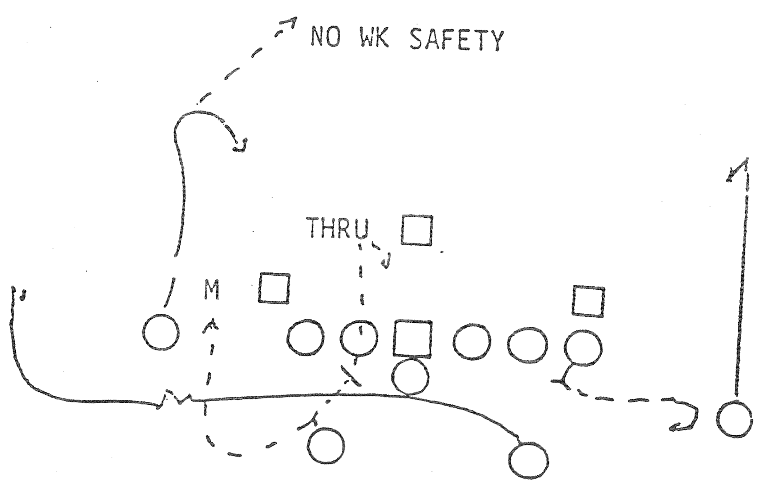
So 26

GOOD VS SLIDE COVER
(QB ALERT FLAT-8 ROUTE)



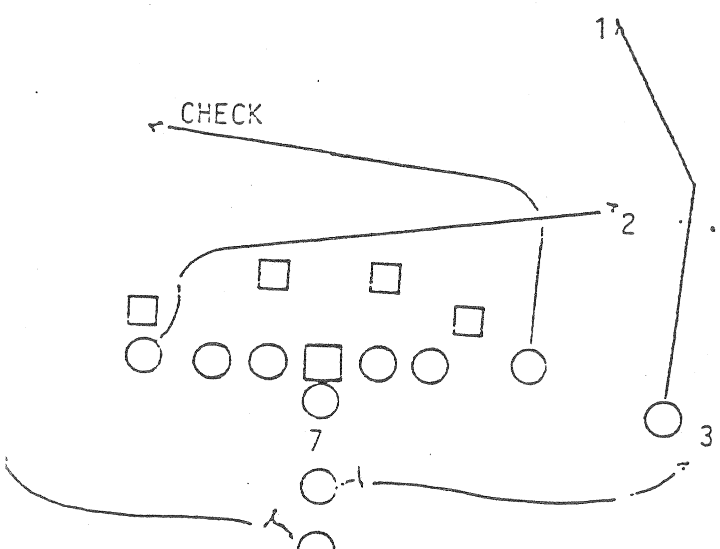
SPLIT RT "O"88 FLARE ("O"87 FLARE)

ALERT WK SAFETY BLITZ



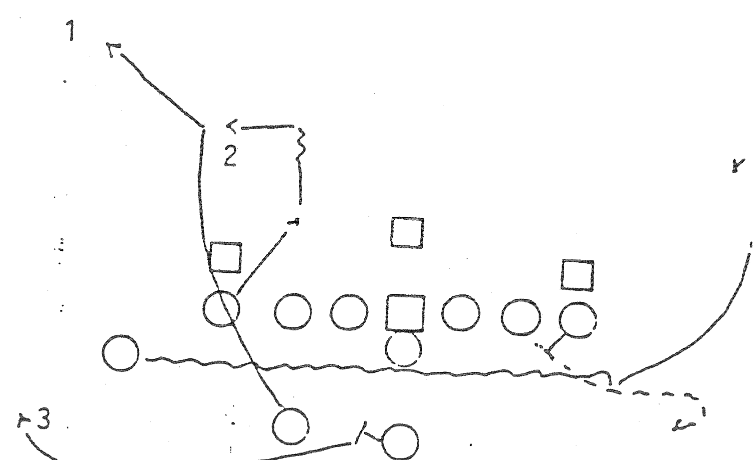
CHANGE RT H JET LO 6 ARROW

QB ALERT FLAT 8 ROUTE



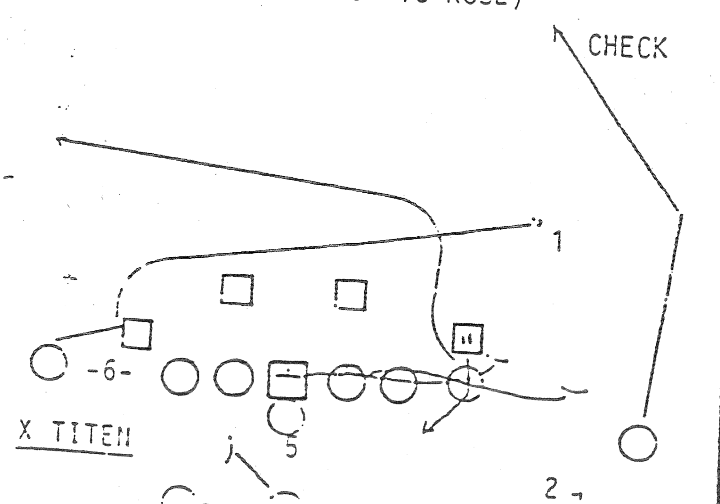
I LT SLOT "O"88 FLARE

FLOOD WK SIDE
(BEAT DOG)

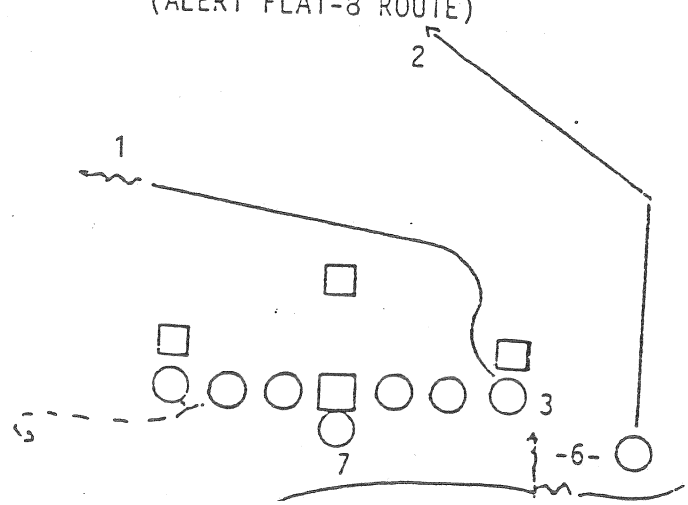


ZM FAR RT 2 TGT LO 3 CORNER

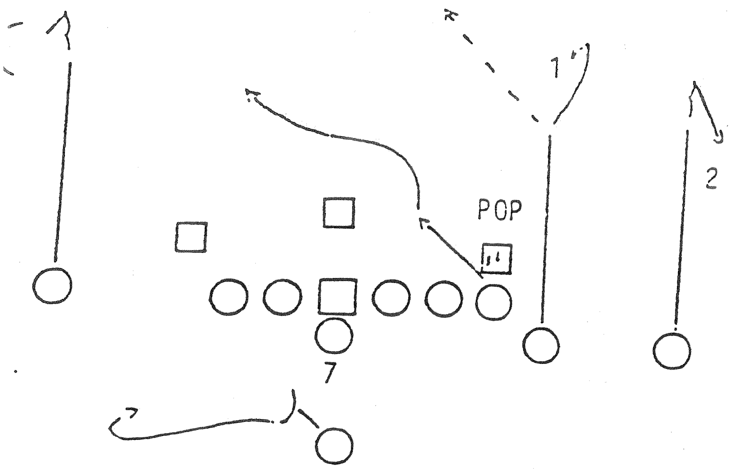
QB MUST BE ALERT TO SAM DOG
(CHECK 8. WORK "O" TO ROSE)



QB FOLLOW PROGRESSION
(ALERT FLAT-8 ROUTE)

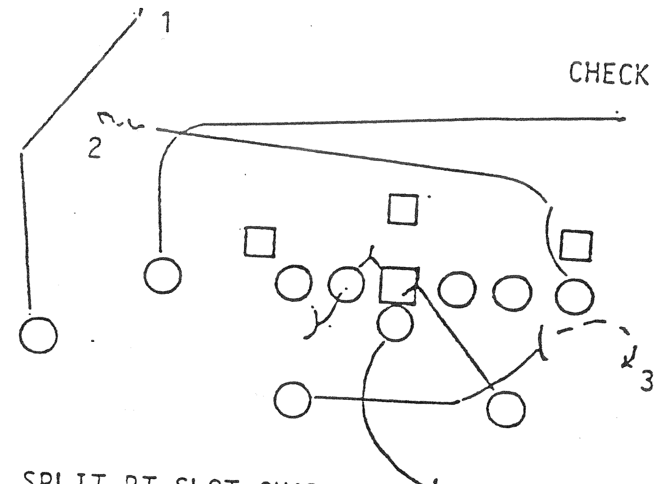


BEAT DALLAS COVER 3



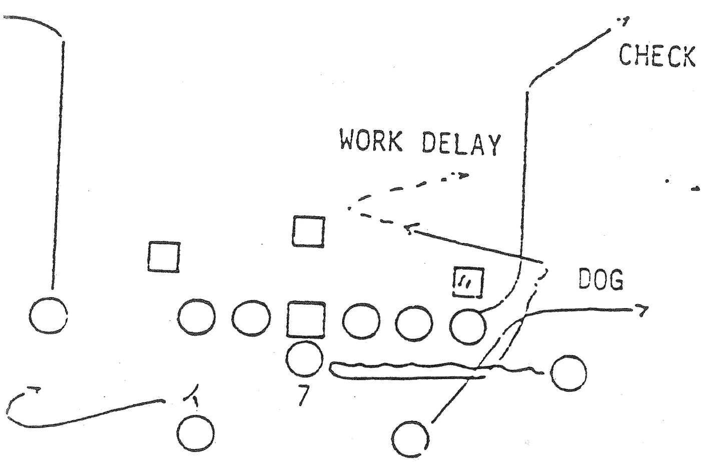
TREY RT SCAT RT 545 F POST

QB ALERT FLAT-8
(USE ZIP VS SAFETY JAM/8 BEHIND)



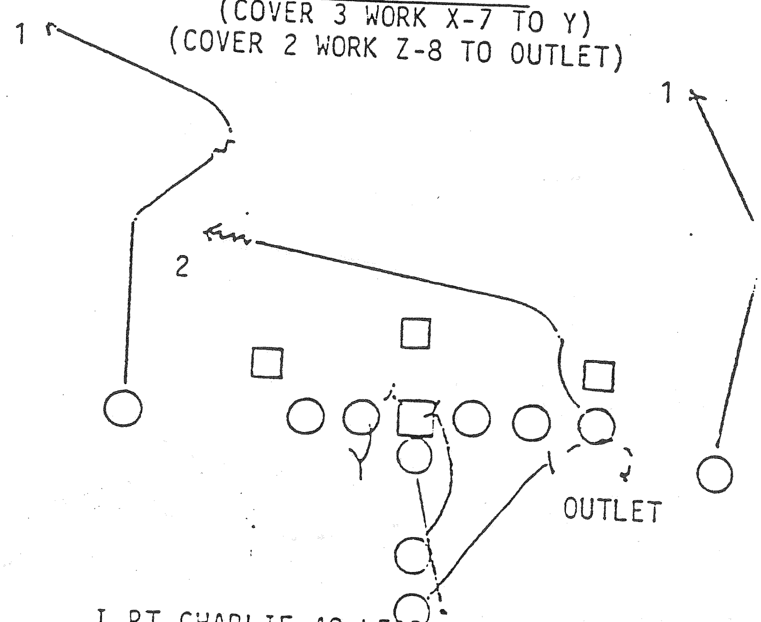
SPLIT RT SLOT CHARLIE 40 LEAD "0"88

QB ALERT F FLAT VS DOG/BLITZ



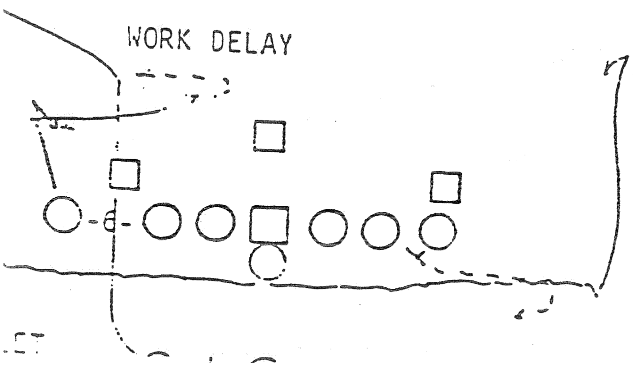
SPLIT RT FK ZM SCAT RT 372 DLY/FK F FLAT

QB KEY WS FOR 3/2
(COVER 3 WORK X-7 TO Y)
(COVER 2 WORK Z-8 TO OUTLET)



I RT CHARLIE 40 LEAD 748

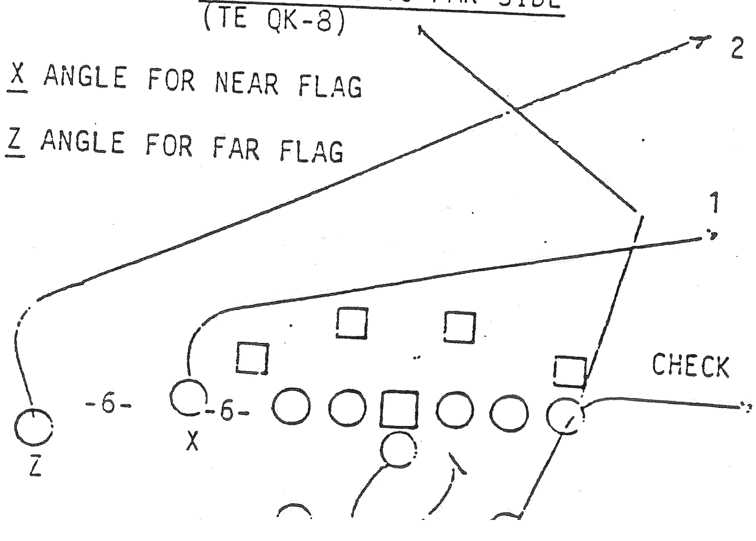
FLOOD WK/DELAY (FAKE)



GET 2 WR'S TO FAR SIDE
(TE QK-8)

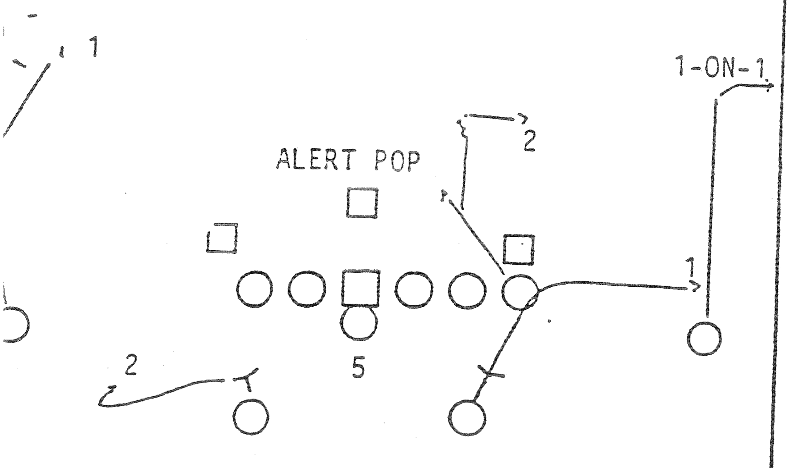
X ANGLE FOR NEAR FLAG

Z ANGLE FOR FAR FLAG



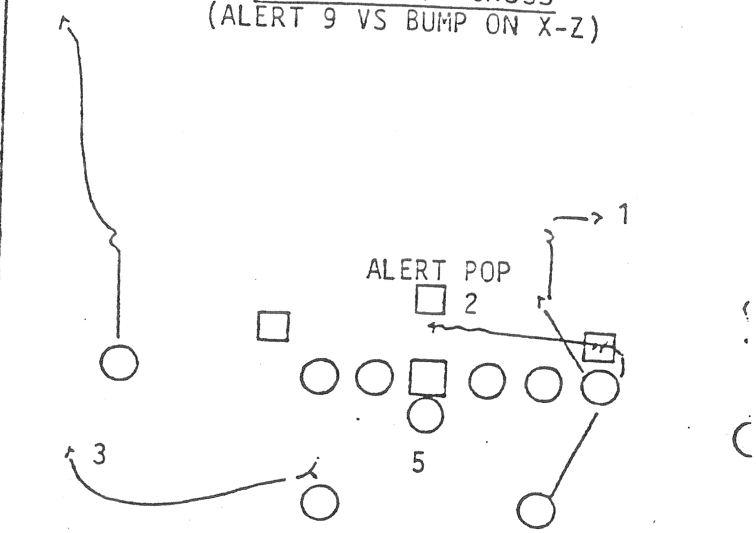
PLUS TERRITORY

QB P.S.L. WK SAFETY
(FOR X-8 OR 33 COMBO)



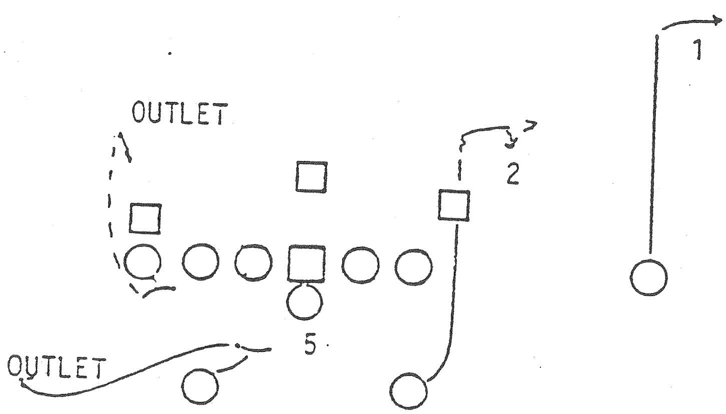
SPLIT RT 833 F FLAT (POCKET)

QB KEY Y-3/F CROSS
(ALERT 9 VS BUMP ON X-Z)



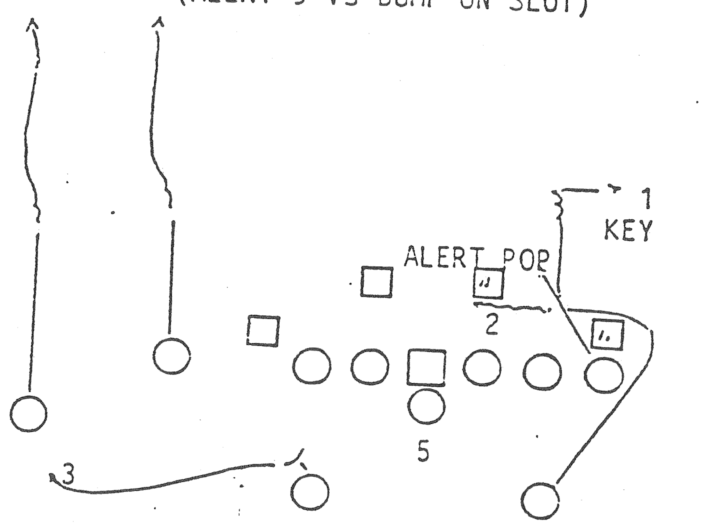
SPLIT RT SCAT RT 939 F CROSS-FLARE

GOOD PROTECTION
(WORK 1-ON-1)
HB/X

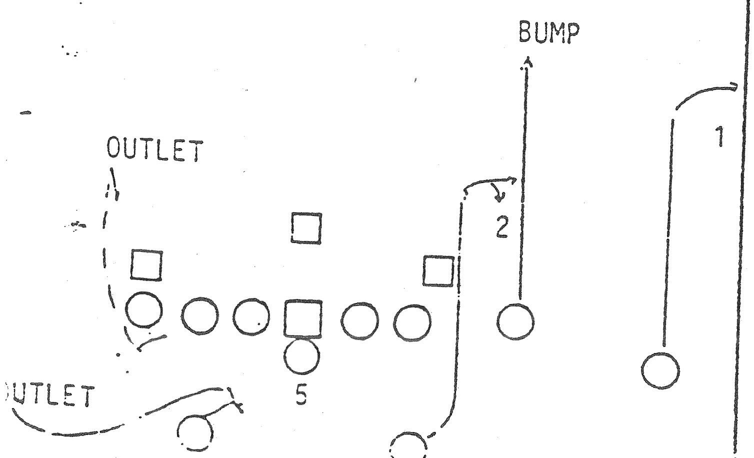


SPLIT LT OPTION RT 303

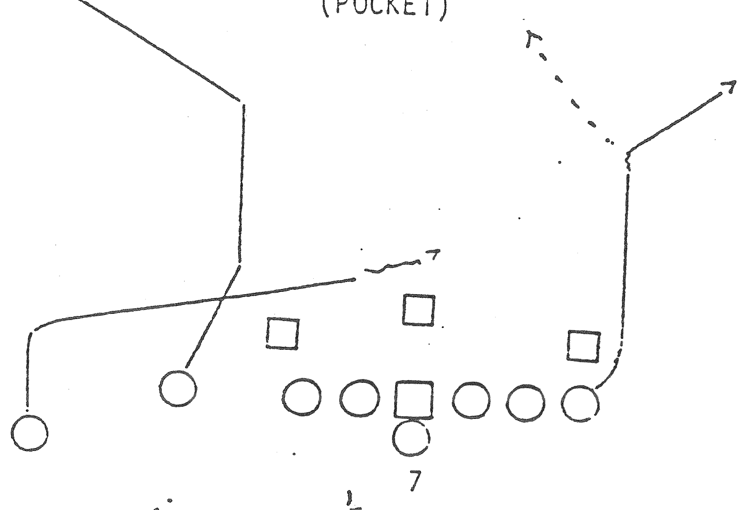
COUNTER TO 368
(ALERT 9 VS BUMP ON SLOT)



SPLIT RT SLOT SCAT RT 399 F CROSS-FLARE

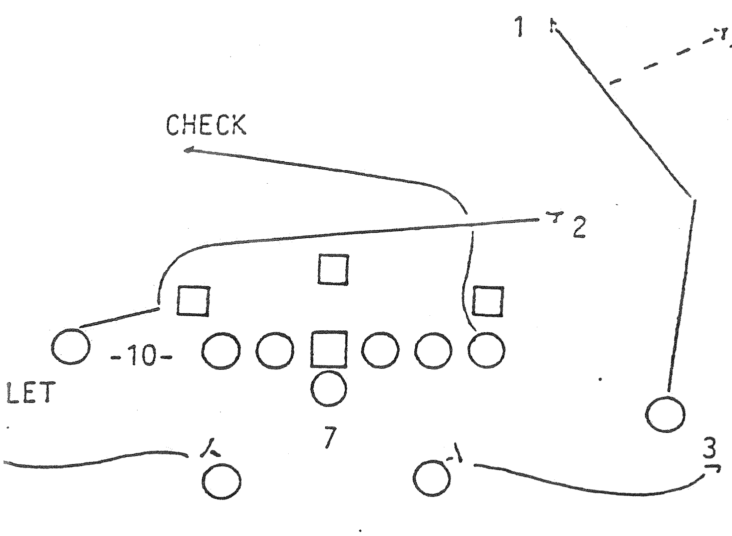


WORK Y VS SLIDE COVER
(POCKET)



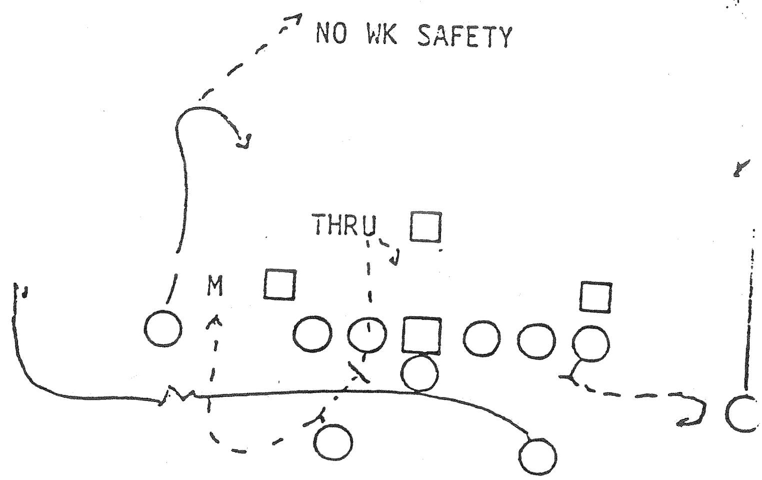
PLUS TERRITORY

GOOD VS SLIDE COVER
(QB ALERT FLAT-8 ROUTE)



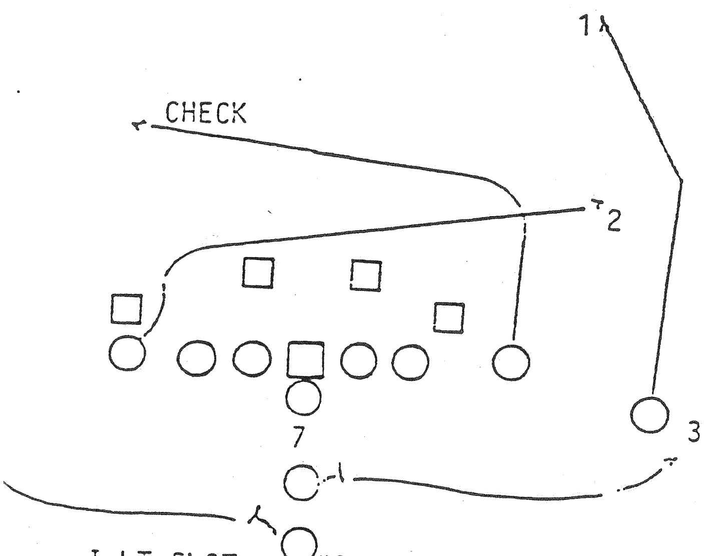
SPLIT RT "O"88 FLARE ("O"87 FLARE)

ALERT WK SAFETY BLITZ



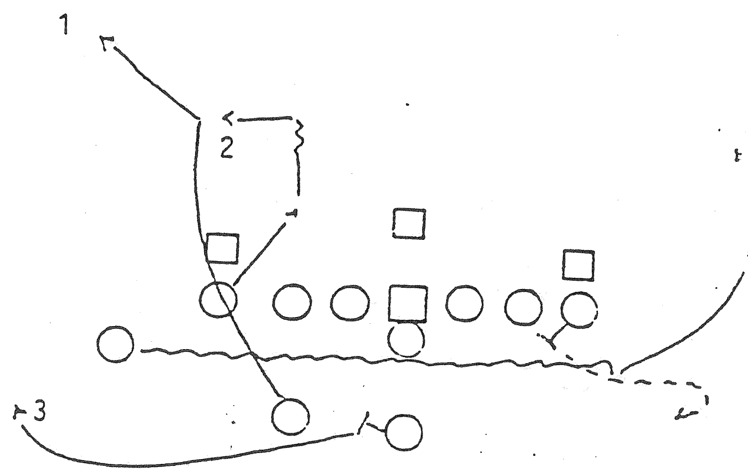
CHANGE RT H JET LO 6 ARROW

QB ALERT FLAT 8 ROUTE



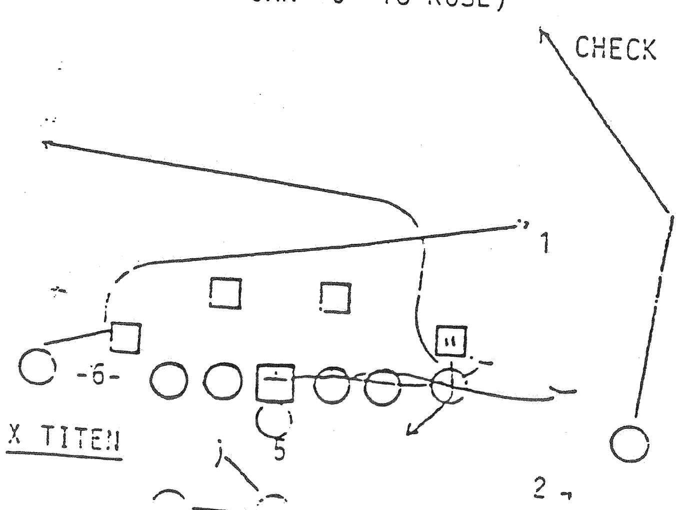
I LT SLOT "O"88 FLARE

FLOOD WK SIDE
(BEAT DOG)



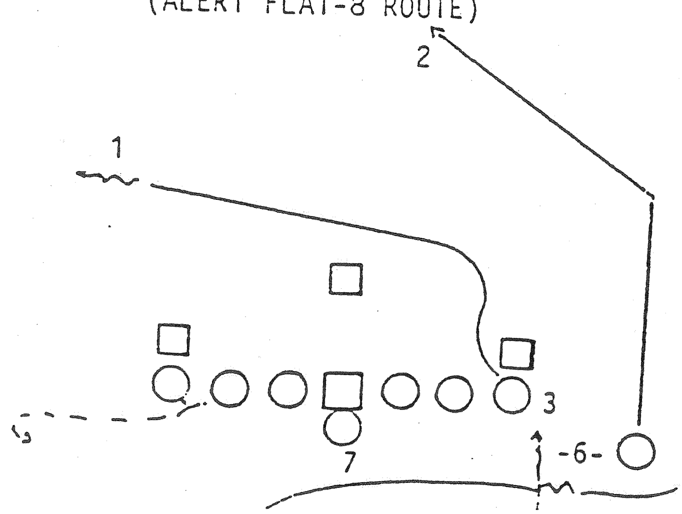
ZM FAR RT 2 TGT LO 3 CORNER

QB MUST BE ALERT TO SAM DOG
(CHECK 8. WORK "O" TO ROSE)

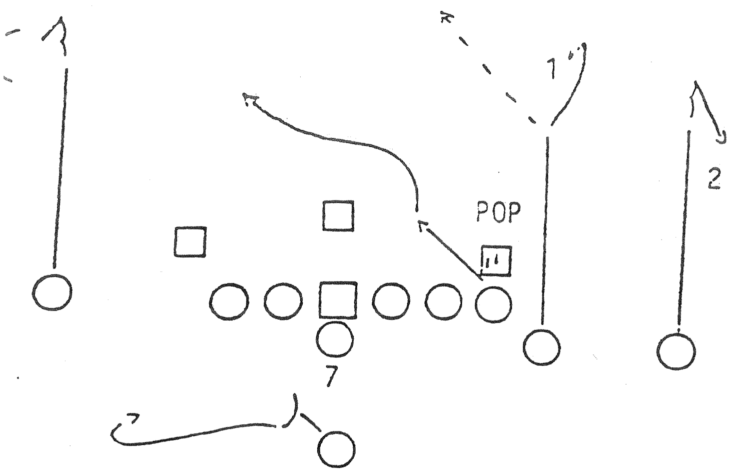


X TITEN

QB FOLLOW PROGRESSION
(ALERT FLAT-8 ROUTE)

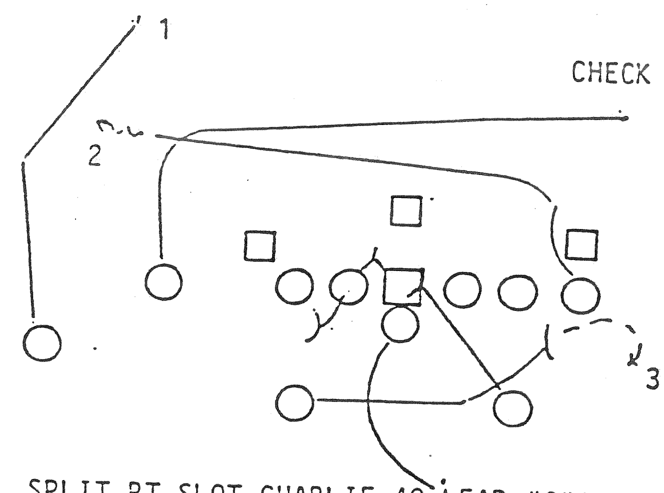


BEAT DALLAS COVER 3



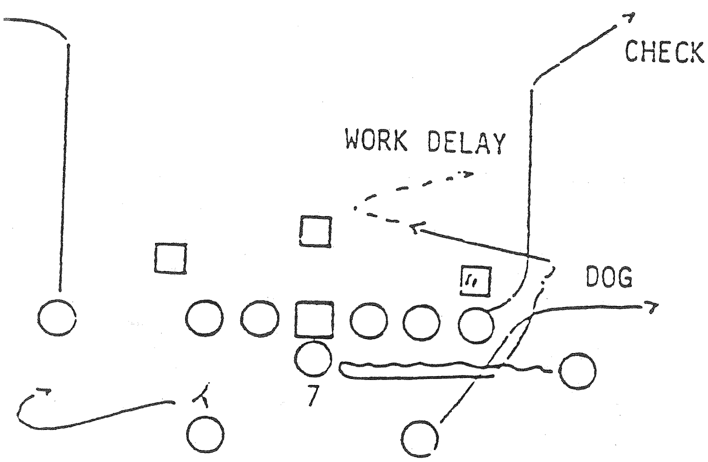
TREY RT SCAT RT 545 F POST

QB ALERT FLAT-8
(USE ZIP VS SAFETY JAM/8 BEHIND)



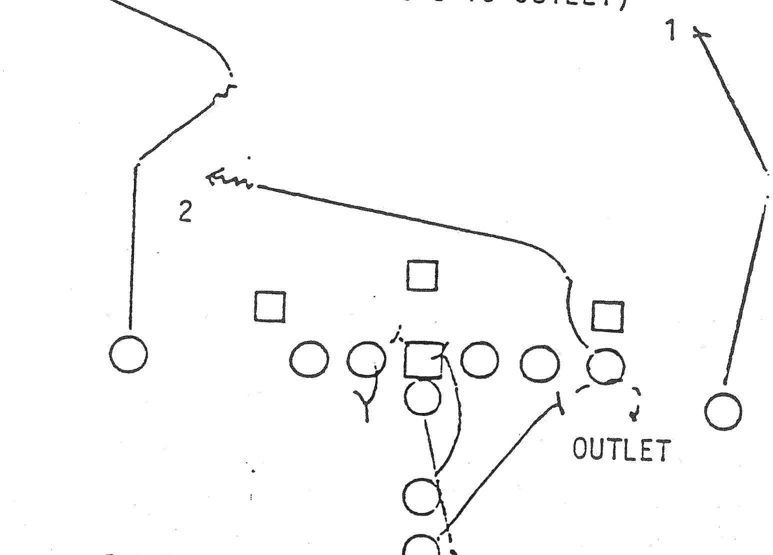
SPLIT RT SLOT CHARLIE 40 LEAD "0"88

QB ALERT F FLAT VS DOG/BLITZ



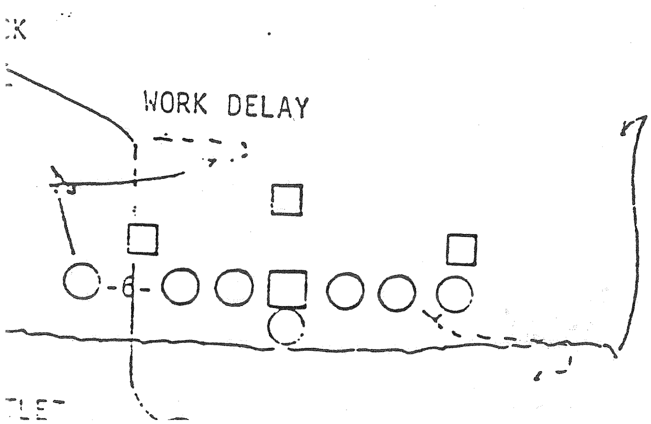
SPLIT RT FK ZM SCAT RT 372 DLY/FK F FLAT

QB KEY WS FOR 3/2
(COVER 3 WORK X-7 TO Y)
(COVER 2 WORK Z-8 TO OUTLET)



I RT CHARLIE 40 LEAD 748

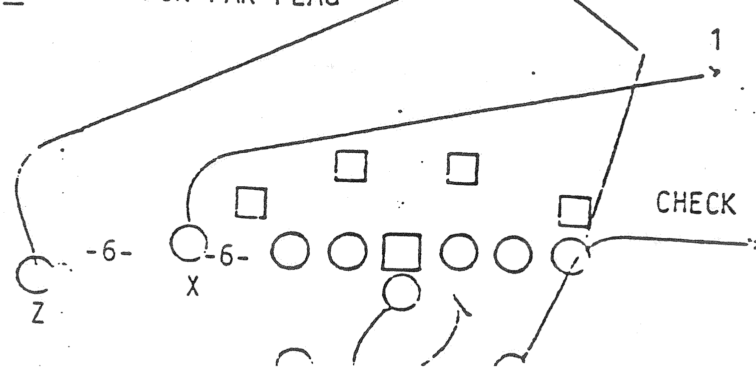
FLOOD WK/DELAY (FAKE)



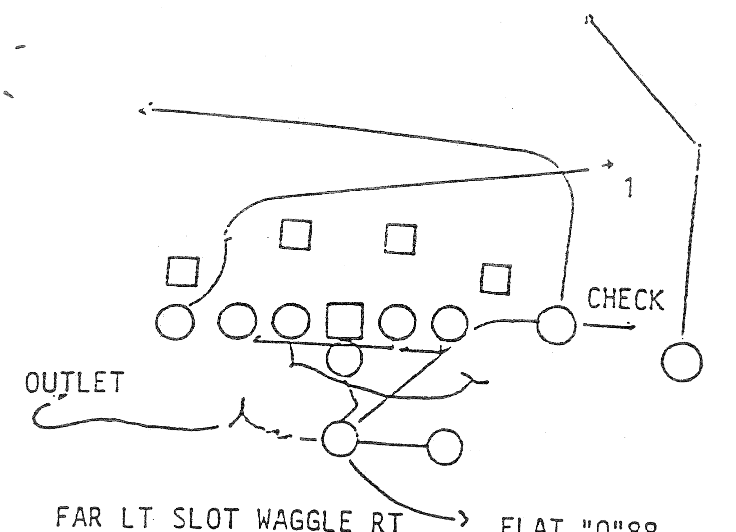
GET 2 WR'S TO FAR SIDE
(TE QK-8)

X ANGLE FOR NEAR FLAG

Z ANGLE FOR FAR FLAG

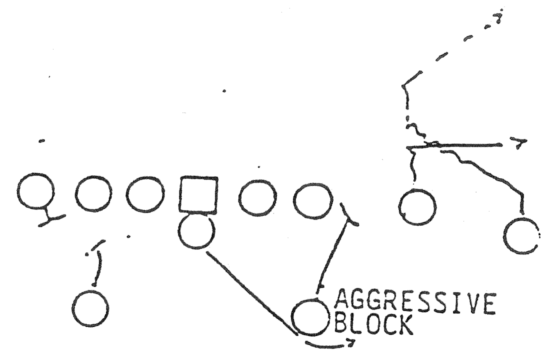


Sa



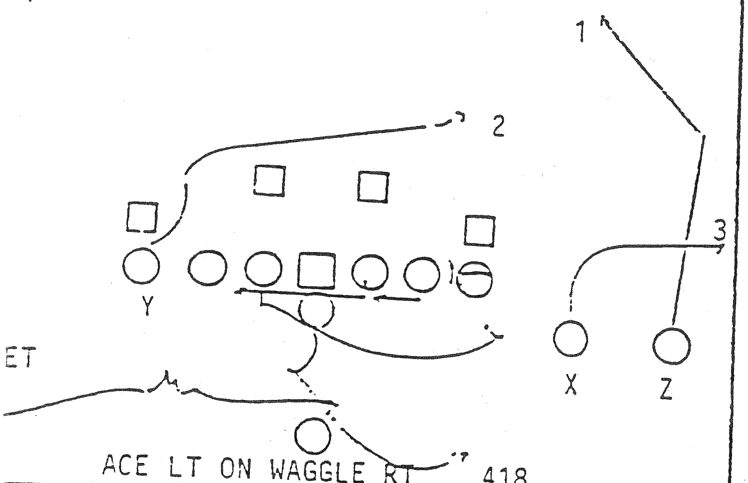
FAR LT SLOT WAGGLE RT FLAT "O"88

QB PASS/RUN



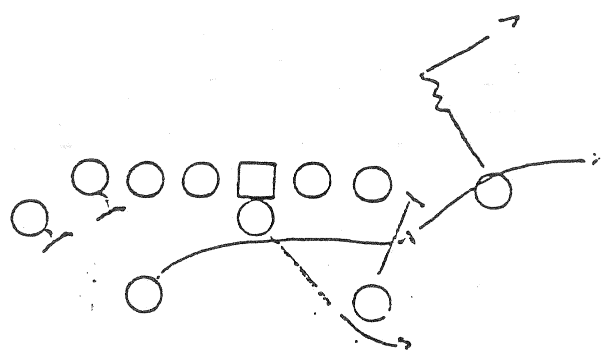
SPLIT LT SLOT SPRINT RT PICK 17

X + Z SPLIT WIDE
Z-8
X-5 YD 1 ROUTE
Y-BASIC 4

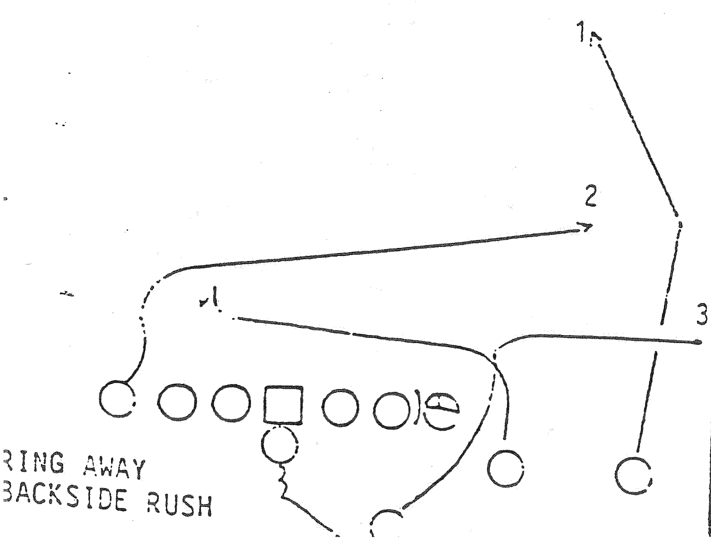


ACE LT ON WAGGLE RT 418

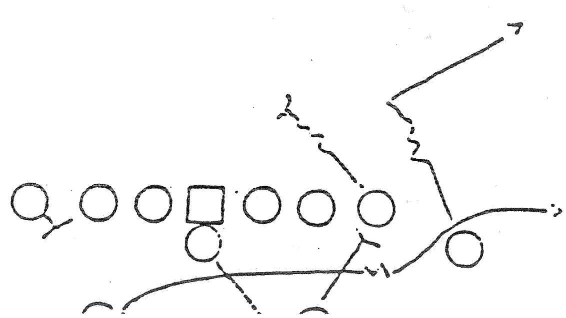
QB PASS/RUN



CHANGE LT PAIR H JET SPRINT RT PICK 7 FLAT



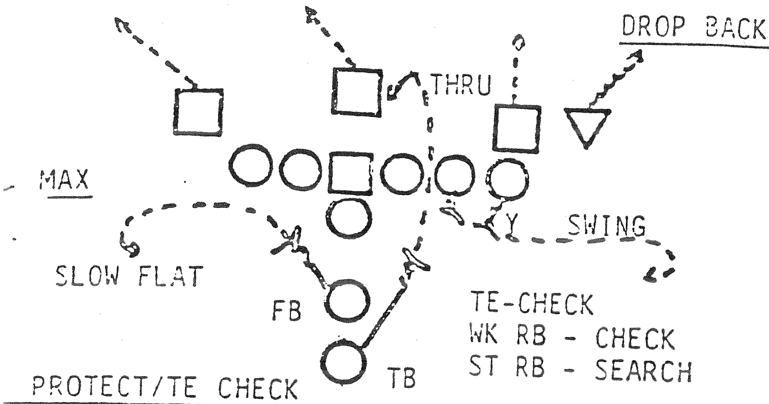
QB PASS/RUN



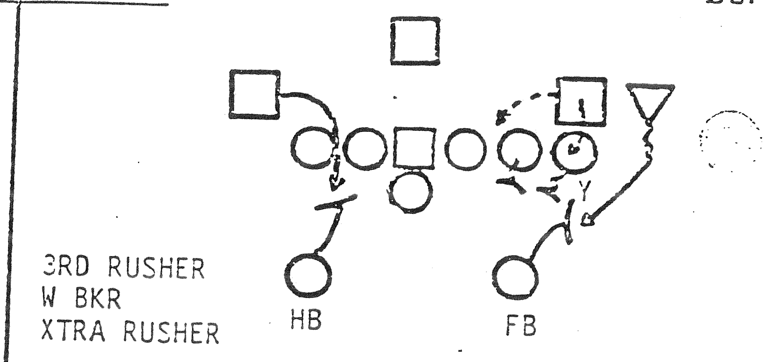
DROP BACK PASS ACTIONS

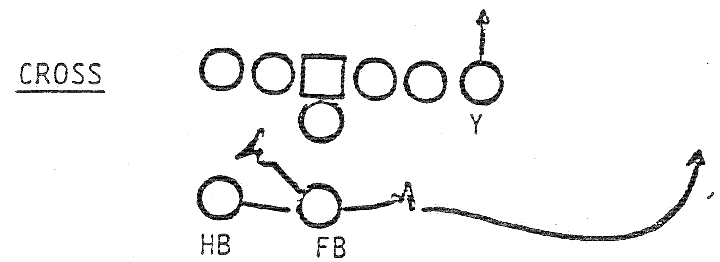
DROP BACK | ACTIONS

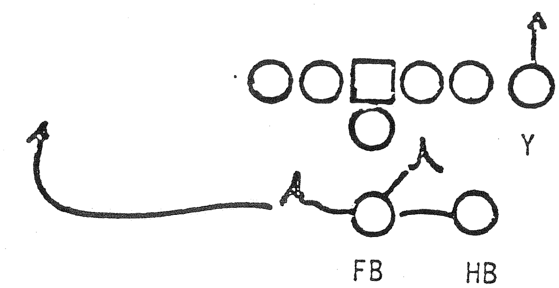
DBPL



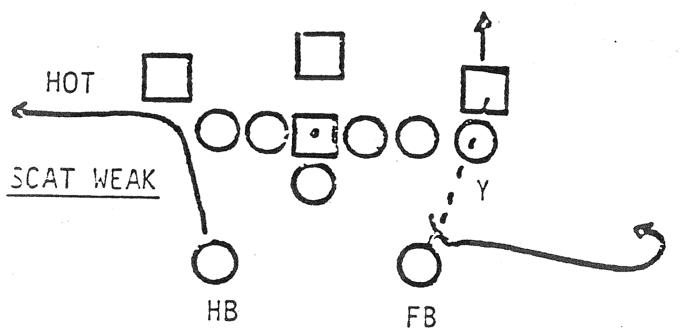
PROTECT/TE CHECK



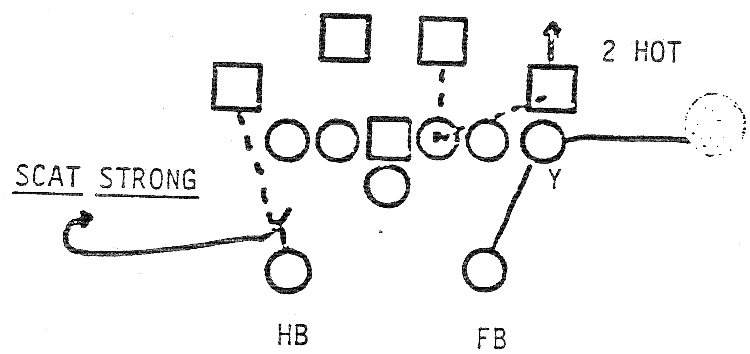




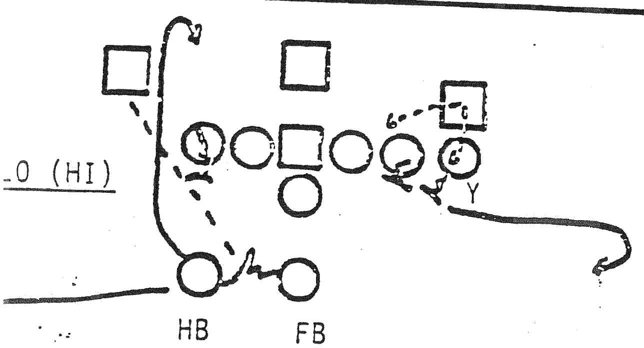
POCKET - HB CROSS CHECK FLARE/FB STAY



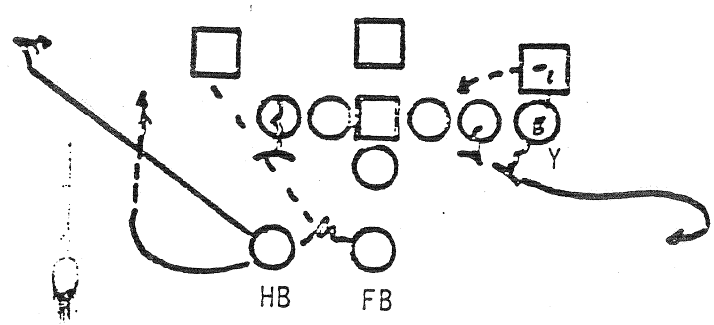
SCAT VS 43 HB FREE RELEASE/FB CHECK SWING



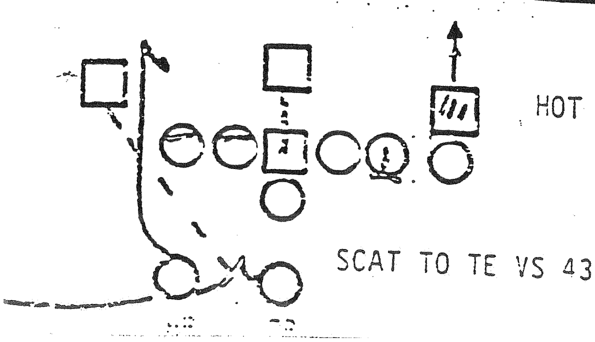
SCAT VS 23 HB CHECK SWING/FB FREE RELEASE



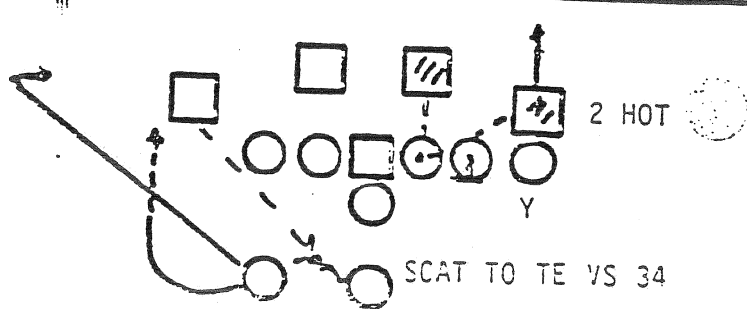
OCKET - HB FREE RELEASE/FB CHECK FLARE/TE



CHE K SWING/ARROW CALL FB CHECK M



SCAT TO TE VS 43



SCAT TO TE VS 34

3 DIGIT PASSING

A. DEUCE AND DOUBLE SAME AS 2 BACK EXCEPT

DIG - CAUSE THE FOLLOWING CHANGES

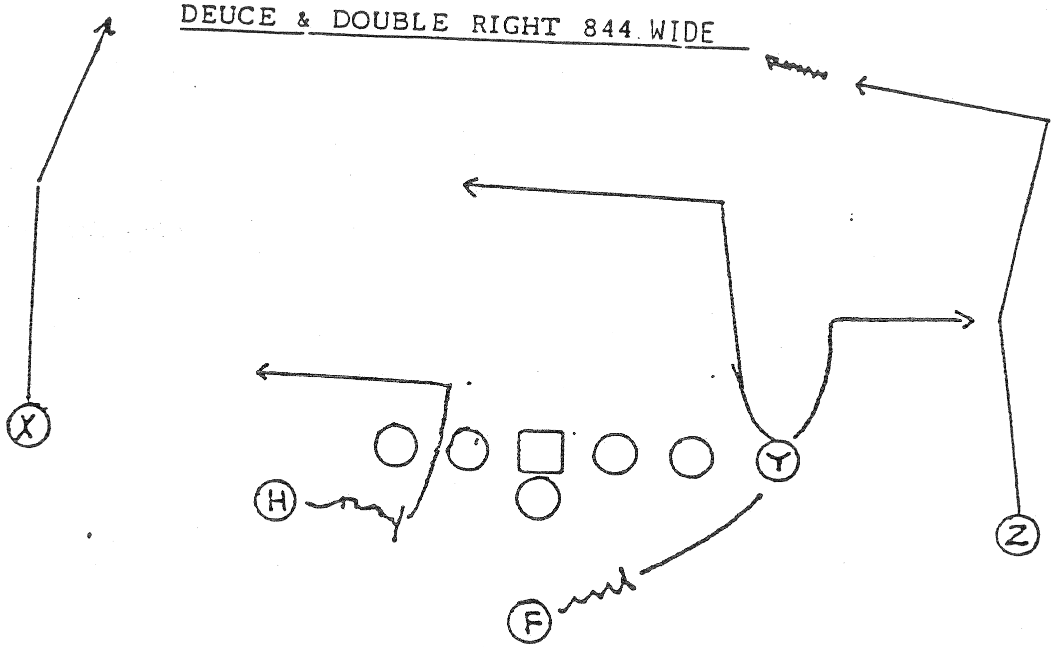
Y TAKES BACK ASSIGNMENT

Z = WEAK RECEIVER TAKES 1ST DIGIT

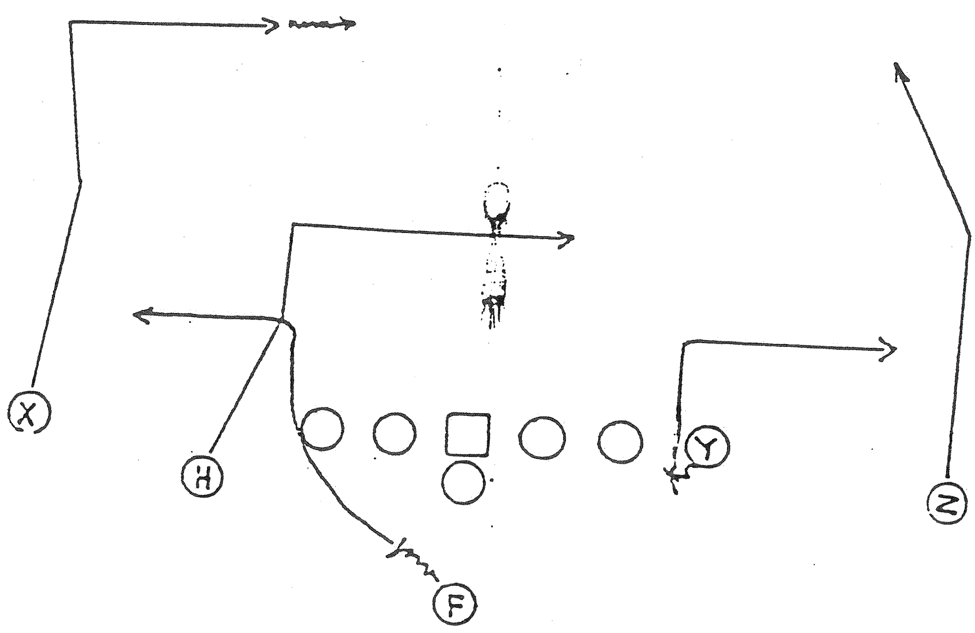
H = INSIDE RECEIVER TAKES 2ND DIGIT

X = STRONG RECEIVER TAKES 3RD DIGIT

DEUCE & DOUBLE RIGHT 844 WIDE

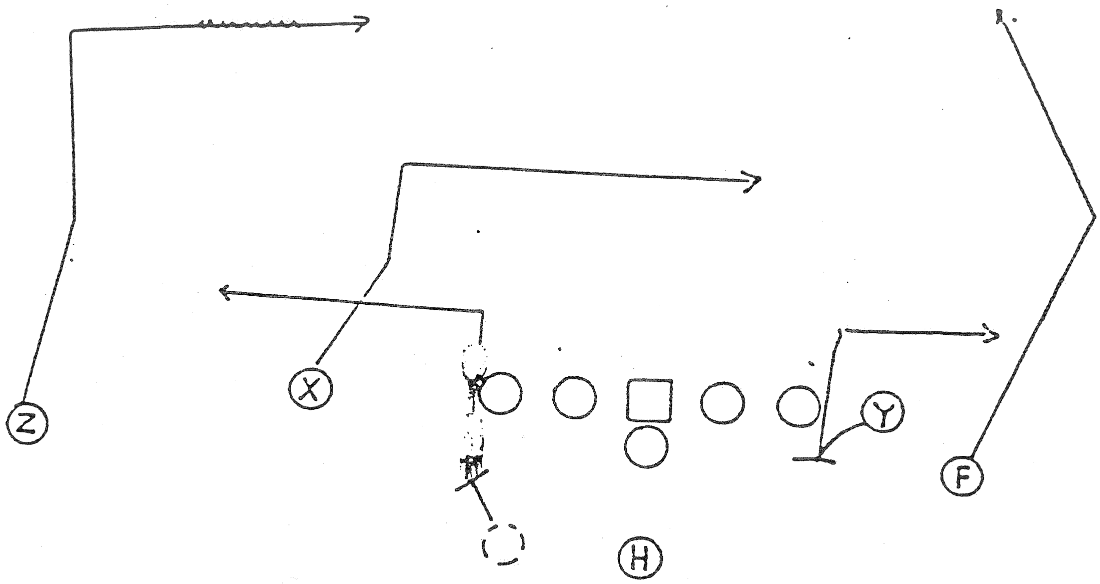


DEUCE & DOUBLE RIGHT DIG 844 WIDE

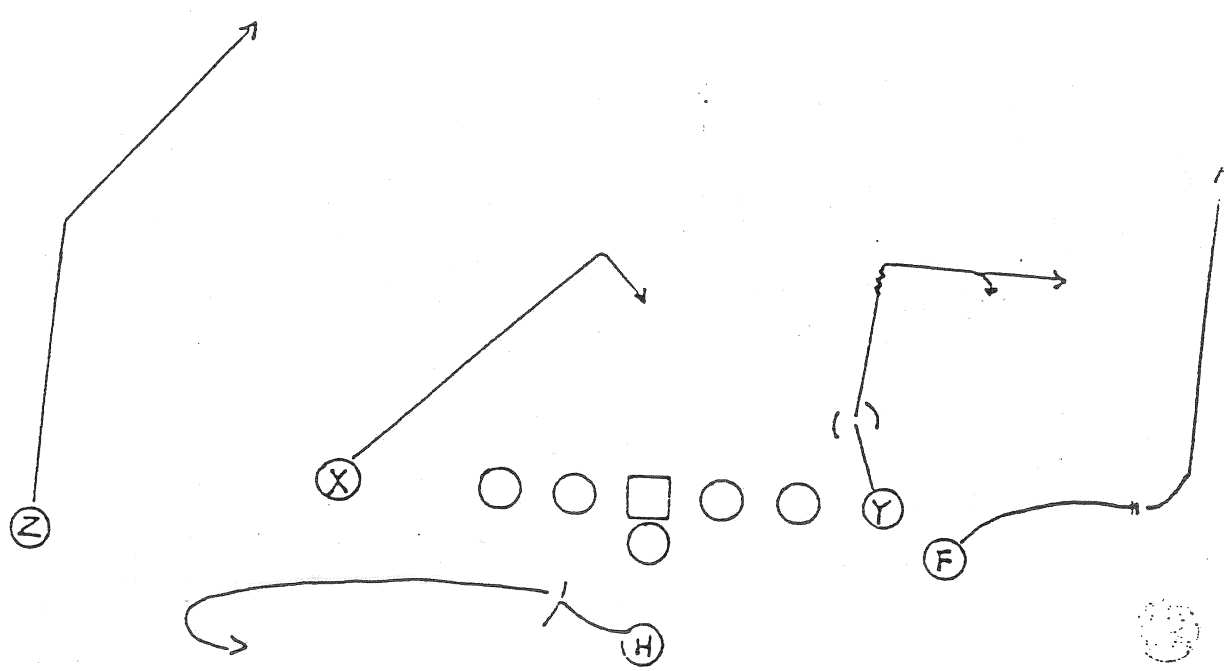


C. TWINS & FLANK - TREAT AS SLOT, EXCEPT K
CAUSE FOLLOWING CHANGES
F RUNS 1ST DIGIT AND Y TAKES BACK ASSIGNMENT

FLANK OR TWINS RIGHT K 844 WIDE



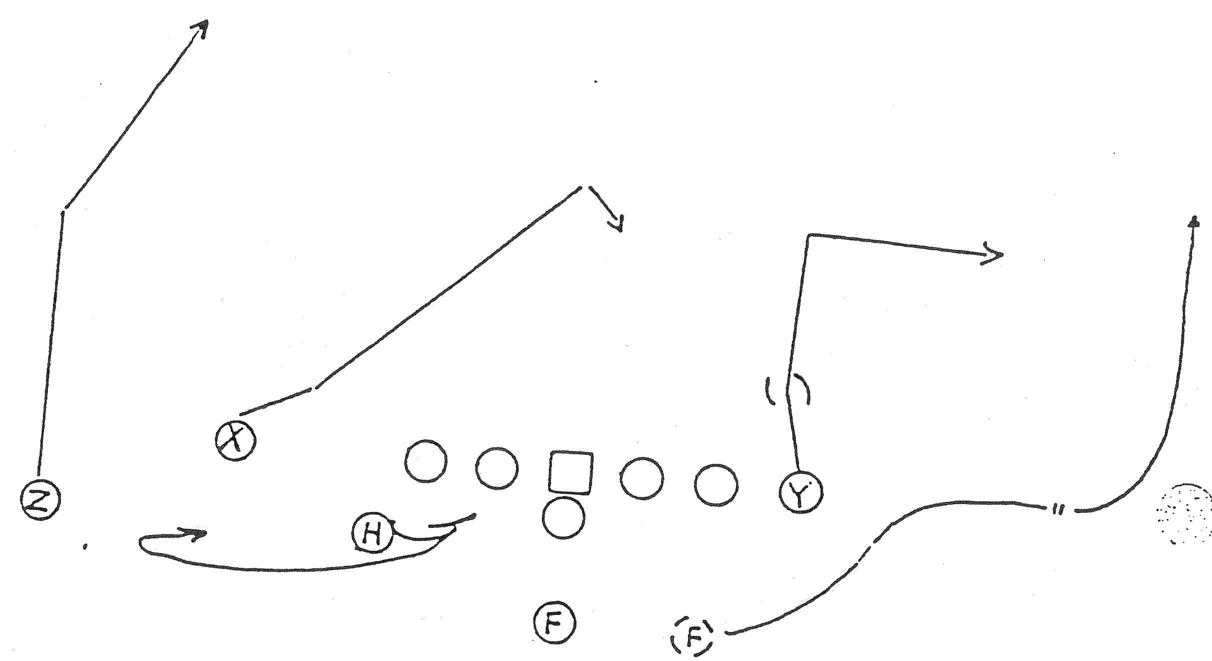
FLANK OR TWINS RIGHT SCAT 368 SHOOT



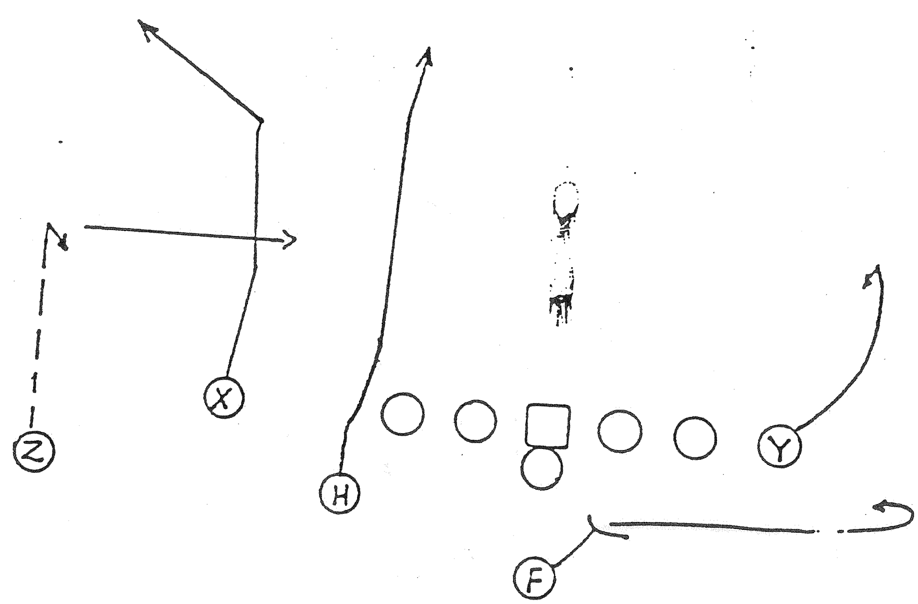
E. ACE & SINGLE

TREAT AS SLOT

SCAT RT 368 F SHOOT



OPT LT 272 DELAY H UP



TYPES OF DROP BACK PASS PROTECTION

POCKET — Basic man protection. Tackles block the ends. Guards - Center block 3 middle men 30/43. The backs block outside linebackers, no dog - release

LIZ-RIP — The back to the call (Rip-RT/Liz-LT) checks the inside linebacker for dog, no dog - release. Inside linebacker dog - check outside linebacker, no dog - release. Used with 30 front.

SCAT — The back to the call (Scat RT/LT) has free release, the uncovered lineman to the call has dual pick-up. The back away from the call blocks pocket.

OPTION — The back to the call (option RT/LT) has free release, the uncovered lineman to the call has pick up on the outside linebacker to the call. The back away from the call has dual pick up

OPTION OH — Option Protection for offensive line. FB Mike search. HB free release. TE block the man over him, and no dog/blitz FB and TE release on assigned pattern.

LO HI (LT RT) — Pocket Protection: gives the HB free release, the FB the weak outside bkr, and the TE the strong outside bkr (area with OT). No dog/blitz the FB/TE may release. Both backs flow away from the TE.

LO HI 3 DIGIT — Same backfield action as Lo Hi Pocket, except 3 receivers (X-Y-Z) release. Scat Protection away from Lo Hi call.

LEE RAY — Backs run Lo Hi Action. FB has free release. Scat Protection toward the call.

RAM LION (RT LT) — Both backs flow toward the TE. Onside back has free release. The offside back has dual pick up strong.

SPECIAL PASS PROTECTION

MAX — Pocket Protection for offensive line and HB position. The TE blocks the man over him, the FB position searches for the extra rusher. No dog/blitz backs and TE release on assigned pattern.

CUP — Pocket Proteciton. Both backs stay and block their respective guard-tackle sames (L-R tech.)

JAM — Pocket Protection from two tight end set (X-Y). Tight ends block outside linebackers (area with OT), no dog - release/stay as assigned. Both backs free release to the call (right/left).

LO/HI BLITZ — Same backfield action as Lo Hi Pocket: FB searches for x-tra blitzes -- None run thru route. HB checks lbkr dog - None run slow flat route.

LEO/REX — Call by QB at line of scrimmage in Shot gun when overload rush is shown to a side. Line slide to side of call. On back blocks outside in. Off back blocks inside out.

PASS PROTECTION TERMINOLOGY

AGGRESSIVE — Backs drive toward their assigned linebacker and block him - no dog run route. Offensive line and tight end set up on the L.O.S. and attack man.

CHECK — The back or tight end checks his assigned linebacker for dog/blitz - none, release.

L-R — Pocket Protection, back toward the L-R call stay and block the most dangerous rusher.

FREE RELEASE — The back or tight end has no blocking assignment.

HOT — The back or tight end has free release, vs a dog/blitz his side look to the QB.

SLOW — The tight end checks his assigned linebacker for dog - none, release.

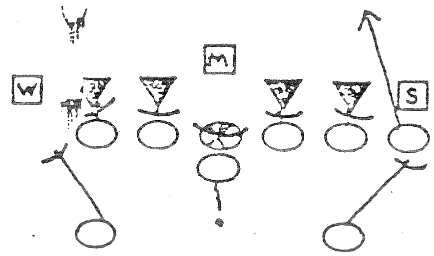
STAY — The back or tight end checks his assigned linebacker for dog - none, stay in and block.

AXE — The tight end (back) blocks the end, the tackle sets deep and checks the linebacker.

PROTECTION: 11-12
AGGRESSIVE PASS PRO.
BACKS DRIVE TOWARD ASSIGNED LBERS. NO DOG - RELEASE.
POSS: SCAT PRO USED WITH IT

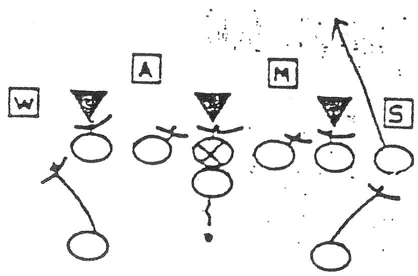
QB:

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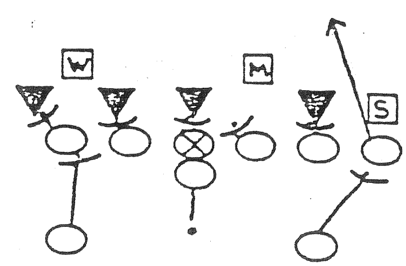
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	VS 40 - SHORT SET 1 YD - CHK MIKE LBER - BE PREPARED TO HELP ON ANYTHING THAT SHOWS INSIDE. VS 30 - CALL ORANGE/YELLOW - TAKE CALL SIDE AWAY. VS OVERSTACK - CALL ORANGE/YELLOW STRONG.
RT GUARD	POSS: SCAT	AGGRESSIVE #: VS 40 - AIM HAT FOR DT'S NO.S - KEEP HIM ON L.O.S. VS: 30 - SHORT SET - CHK LBER - WORK TO YELLOW/ORANGE CALL
LFT GUARD	POSS: SCAT	AGGRESSIVE #: VS 40 - AIM HAT FOR DT'S NO.S - KEEP HIM ON L.O.S. VS: 30 - SHORT SET - CHK LBER - WORK TO YELLOW/ORANGE CALL
RT TACKLE	FAN	AGGRESSIVE # VS 40 - AIM HAT FOR DE'S INSIDE TIT. KEEP HIM ON L.O.S. VS 30 - SAME AS 40. VS OS (STRONGSIDE) AGG. FAN.
LFT TACKLE	FAN	AGGRESSIVE # VS 40 - AIM HAT FOR DE'S INSIDE TIT - KEEP HIM ON L.O.S. VS. 30 - SAME AS 40. VS OS (STRONG SIDE) AGG. FAN
Y		RUN PATTERN CALLED
HB		AGGRESSIVELY SPRINT FOR YOUR OLB - MEET HIM AT L.O.S. - DRIVE THROUGH HIS OUTSIDE THIGH PAD - IF LBER DROPS OFF - RUN PATTERN CALLED.
FB		AGGRESSIVELY SPRINT FOR YOUR OLD - MEET HIM AT L.O.S. - DRIVE THROUGH HIS OUTSIDE THIGH PAD - IF LBER DROPS OFF - RUN PATTERN CALLED

30



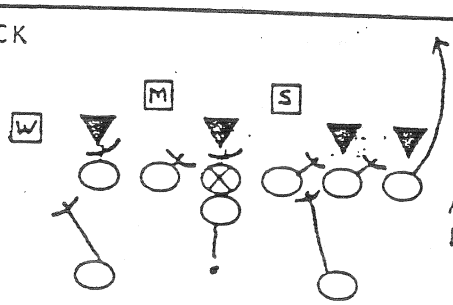
ORANGE CALL

UNDER L



YELLOW CALL

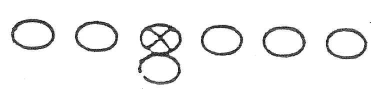
OVERSTACK



ORANGE CALL

AGGRESSIVE FAN

13 - SHORT STRONG SET <u>SAME ASSIGNMENTS</u> AS 11-12. SEMI-AGGRESSIVE

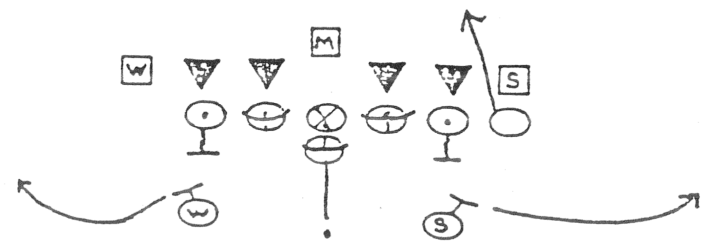


PROTECTION: POCKET

HB & FB HAVE OSLB PICK-UP. POSSIBLE FAN BLKING EITHER SIDE VS. 30 DEF.

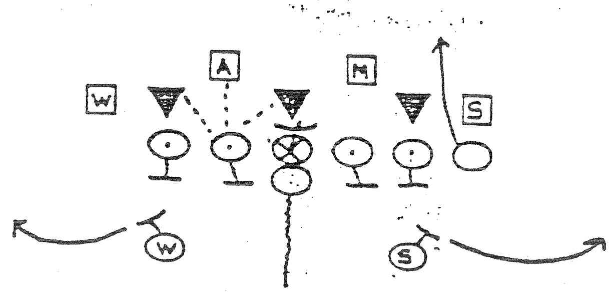
QB:

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POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	VS 40 - DROP OFF 1½-2 YDS - CHECK MIKE LBER - BE PREPARED TO HELP ON ANYTHING THAT SHOWS INSIDE. VS 30 - CALL ORANGE/YELLOW - TAKE CALL SIDE AWAY
RT GUARD		VS 40 - REG. PASS SET - # DT - "CHILL" HIM ON L.O.S. - DON'T ALLOW PENETRATION. VS 30 - DROP OFF 1½-2 YDS CHK YOUR LBER - WORK TO YOUR OUTSIDE (ORANGE CALL). HELP ON NOSEMAN (YELLOW CALL)
LFT GUARD		VS 40 - REG PASS SET - # DT - "CHILL HIM ON L.O.S." - DON'T ALLOW PENETRATION. VS 30 - DROP OFF 1½-2 YDS - CHECK YOUR LBER - HELP ON NOSEMAN (ORANGE CALL). WORK TO YOUR OUTSIDE (YELLOW CALL)
RT TACKLE	FAN V. OS	VS 40 - REG PASS SET - DROP OFF 1½-3 YDS - # DE. VS 30 - TAKE SHORTER PASS SET - # DE. VS OVERSTACK - MAKE FAN ADJUST. - REG. PASS SET - # DE.
LFT TACKLE	POSS. FAN V. 30	VS 40 - REG PASS SET - DROP OFF 1½-3 YDS - # DE. VS 30 - TAKE SHORTER PASS SET - # DE. VS UNDER - FAN - REG PASS SET - CHECK OUTSIDE DEFENDER
Y		RUN PATTERN CALLED
HB		CHECK WILL: SWING PATTERN, OR RUN PATTERN CALLED - ALERT FAN
FB		CHECK SAM: SWING PATTERN, OR RUN PATTERN CALLED - ALERT FAN

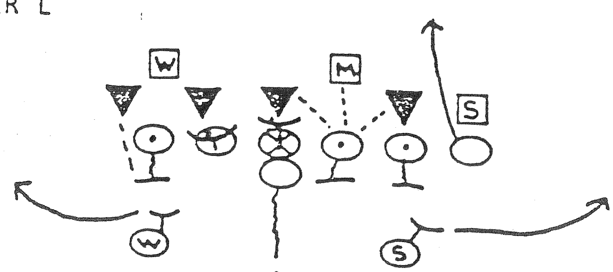
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POSS: FAN

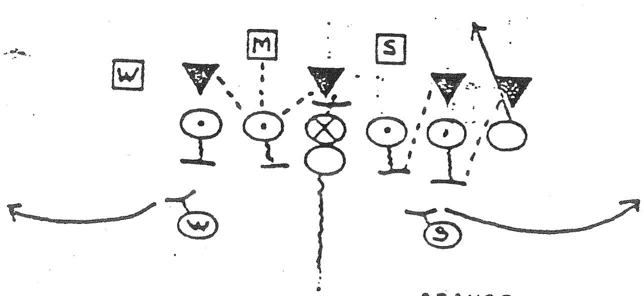
ORANGE CALL

UNDER L



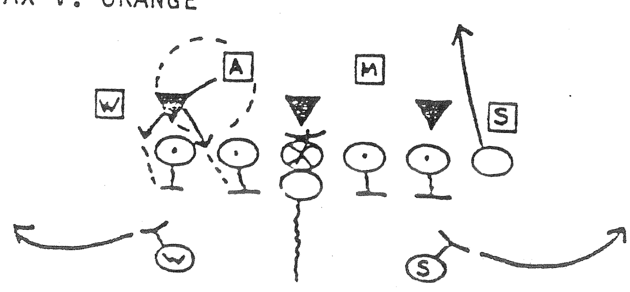
YELLOW CALL

OVERSTACK



ORANGE CALL

30 EAX V. ORANGE

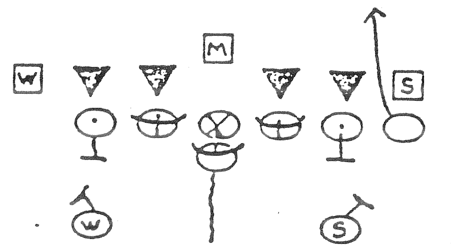


LT/LG ZONE EAX

PROTECTION: CUP
SAME AS POCKET PROTECTION
BACKS WILL CHK LBER'S THEN
HELP WITH MDM PICK-UP

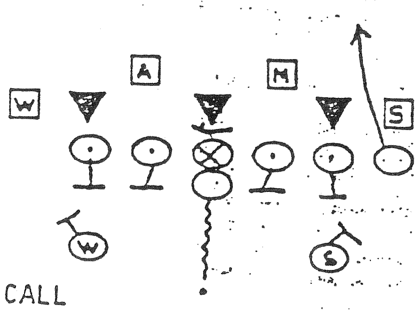
QB:

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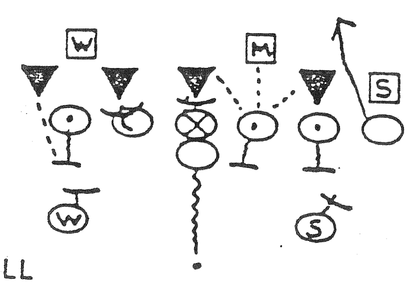
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	SAME AS POCKET PROTECTION
RT GUARD		SAME AS POCKET PROTECTION
LFT GUARD		SAME AS POCKET PROTECTION
RT TACKLE	POSS: FAN VS 30	SAME AS POCKET PROTECTION EXCEPT YOUR BACK WILL HELP ON MDM POSSIBLE FAN IF WK. SIDE VS 30
LFT TACKLE	POSS: FAN V. 30	SAME AS RT. TACKLE
Y		RUN PATTERN CALLED
HB		CHECK WILL - WORK TO A POSITION TO HELP ON MDM - (DE OR DT)-ALERT FAN
FB		CHECK SAM - WORK TO A POSITION TO HELP ON MDM - (DE OR DT) - ALERT FAN

30



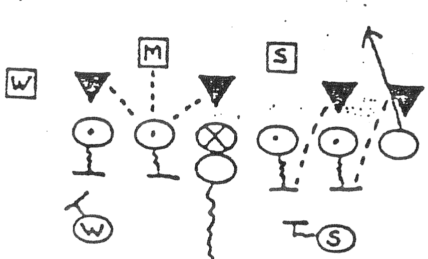
YELLOW CALL

UNDER L



YELLOW CALL

OVERSTACK

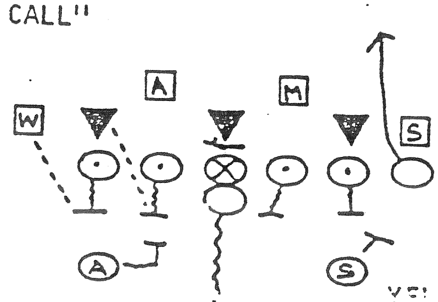


FAN

ORANGE CALL

30 "FAN CALL"

FAN

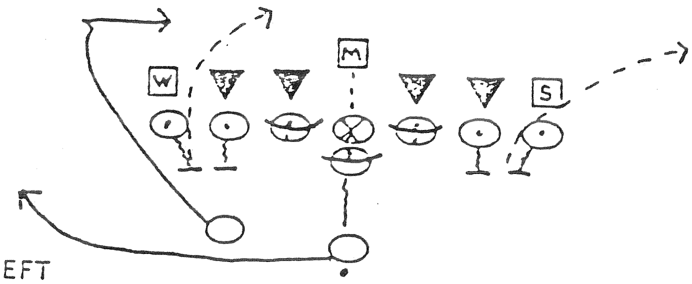


YELLOW CALL

PROTECTION: JAM LT & RT
TWO TE'S SLOW BLOCK OSLBS. ZONE SOX & WOX. POSSIBLE AXE CALL BY OT'S. HB & FB NO PICK-UP

QB:

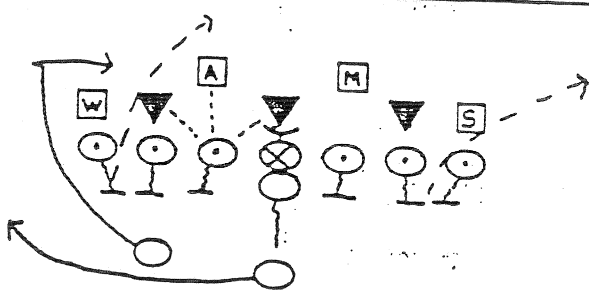
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JAM LEFT

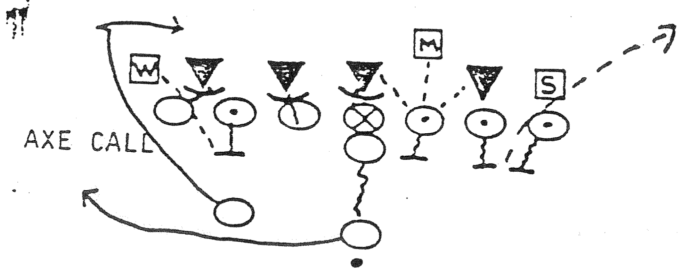
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	SAME AS POCKET PROTECTION
RT GUARD		" " " ALERT YELLOW/ORANGE
LFT GUARD		" " " ALERT YELLOW/ORANGE
RT TACKLE	"SOLID" "AXE"	SAME AS POCKET PROTECTION VS 40 & 30 WITH Y SLOW BLOCKING VS OVERSTACK CALL "SOLID" AS Y IS STAYING. MAY CALL AXE
LFT TACKLE	"AXE"	SAME AS POCKET PROTECTION VS 40 & 30 WITH Y SLOW BLOCKING. MAY CALL AX
Y TWO TE'S		SLOW
HB		RUN PATTERN CALLED; YOU HAVE NO PICK-UP
FB		RUN PATTERN CALLED; YOU HAVE NO PICK-UP

30

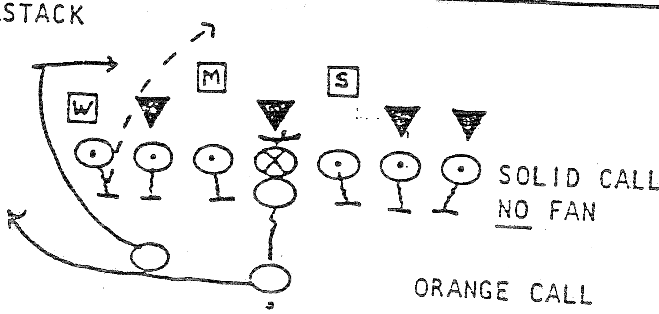


YELLOW CALL

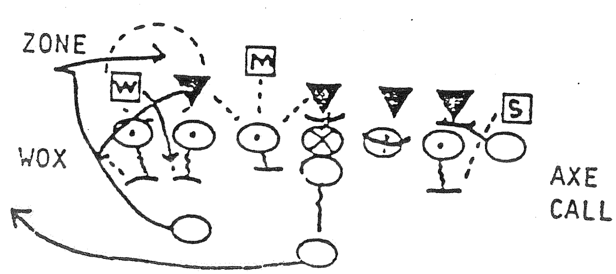
INDER



OVERSTACK

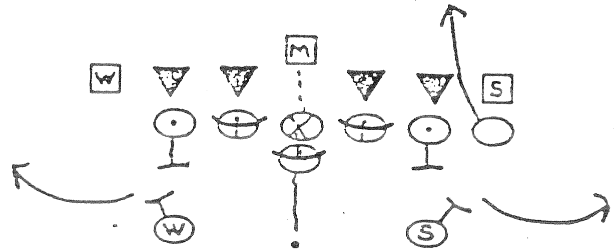


OVER-W/AXE; W/WOX



PROTECTION: RIP/LIZ (STRONGSIDE)
CALL SIDE BACK & GUARD DUAL READ INSIDE AND OUTSIDE LB FOR PICK-UP AND RELEASE RESPONSIBILITY
QB:

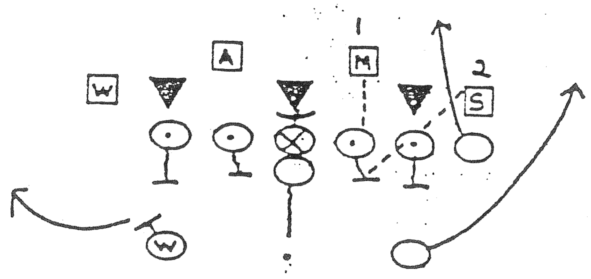
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RIP/LIZ IS OFF V. 40

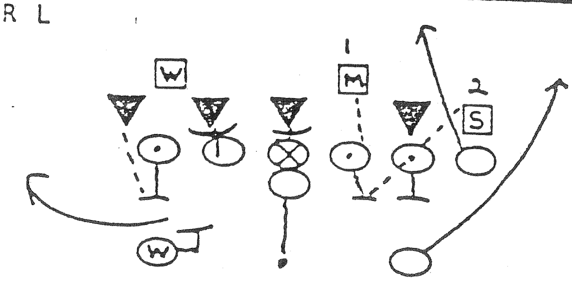
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	VS 40 REVERT TO POCKET PROTECTION VS OVERSTACK LIZ/RIP WAS STRONG - CALL IT OFF VS 30 - CALL YELLOW/ORANGE TO LIZ/RIP SIDE
RT GUARD		VS 40 - POCKET PRO. VS 30 - RIP YOUR SIDE - CHECK LB OVER YOU - IF HE DROPS OFF LOOK FOR OUTSIDE LB. VS OVERSTACK - IF RIP STRONG - IT'S OFF - FAN
LFT GUARD		VS 40 - POCKET PRO. VS 30 - RIP AWAY FROM YOU - HELP ON NOSE TO DE. LIZ STRONG (YOUR SIDE) DUAL READ. VS OVERSTACK - IT'S OFF - FAN
RT TACKLE	FAN	VS 40 - POCKET PRO. VS 30 - RIP YOUR SIDE - TAKE SHORTER PASS SET - # DE. VS OVERSTACK - IT'S OFF - FAN. LIZ - POCKET PROTECTION
LFT TACKLE		VS 40 - POCKET PRO. LIZ VS 30 - SHORTER PASS SET - # DE. VS OVERSTACK - IT'S OFF - FAN. RIP - POCKET PROTECTION
Y		RUN PATTERN CALLED
HB		IF LIZ/RIP TO YOUR SIDE - CHECK INSIDE LB - IF HE DROPS OFF RUN PATTERN CALLED. IF INSD LB BLITZES CHECK OLB. VS OVERSTACK - IT'S OFF
FB		IF LIZ/RIP TO YOUR SIDE - CHECK INSIDE LB - IF HE DROPS OFF RUN PATTERN CALLED. IF INSIDE LB BLITZES - CHK OLB. VS OVERSTACK - IT'S OFF

30

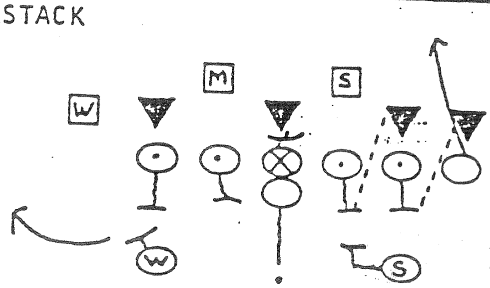


ORANGE CALL

UNDER L

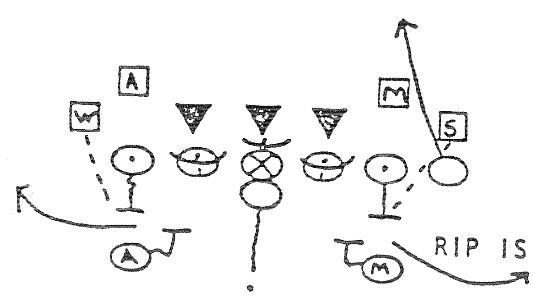


OVERSTACK



FAN
RIP IS OFF

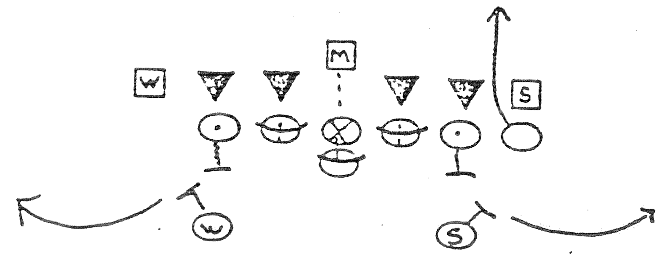
SINK



RIP IS OFF

PROTECTION: LIZ/RIP (WEAKSIDE)
CALL SIDE BACK & GUARD DUAL READ INSIDE LBER AND OUTSIDE LBER FOR PICK-UP & RELEASE RESPONSIBILITY
QB:

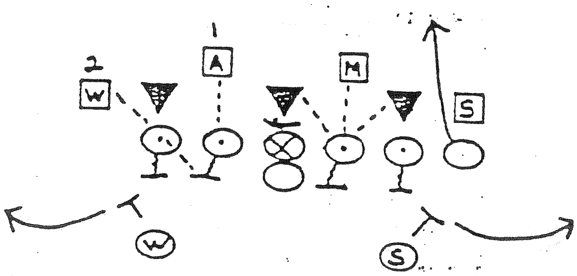
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LIZ/RIP IS OFF V. 40

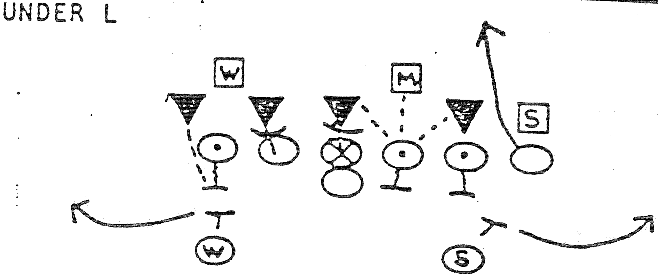
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	VS 40 REVERT TO POCKET PROTECTION VS OVERSTACK LIZ/RIP (WEAK) EXPECT NO BACKSIDE HELP VS 30 - CALL YELLOW/ORANGE TO LIZ/RIP SIDE
RT GUARD		VS 40 - POCKET PRO. VS 30 - CALL YOUR SIDE - CHK LB OVER YOU - IF HE DROPS OFF LOOK FOR WILL; CALL AWAY FROM YOU HELP ON NT TO DE; V OS FA
LFT GUARD		VS 40 POCKET PRO. VS 30 - CALL YOUR SIDE - CHK LB OVER YOU - IF HE DROPS LOOK FOR WILL; CALL AWAY FROM YOU HELP NT TO DE; V. OS FAN
RT TACKLE	FAN	VS 40 - POCKET PRO. VS 30 - RIP YOUR SIDE - TAKE SHORTER PASS SET - # DE. LIZ AWAY - POCKET PROTECTION
LFT TACKLE		VS 40 - POCKET PRO. VS 30 - LIZ YOUR SIDE - TAKE SHORTER PASS SET # DE. RIP AWAY - POCKET PROTECTION
Y		RUN PATTERN CALLED
HB		IF LIZ/RIP TO YOUR SIDE - CHK INSIDE LB - IF HE DROPS OFF RUN PATTERN CALLED; IF INSIDE LB BLITZES CHECK OLB
FB		IF LIZ/RIP TO YOUR SIDE - CHK INSIDE LB - IF HE DROPS OFF RUN PATTERN CALLED; IF INSIDE LB BLITZES - CHECK OLB

30



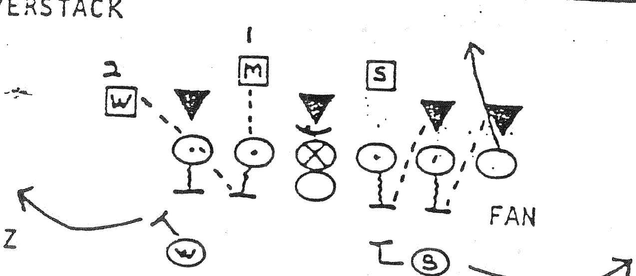
LIZ
YELLOW CALL

UNDER L



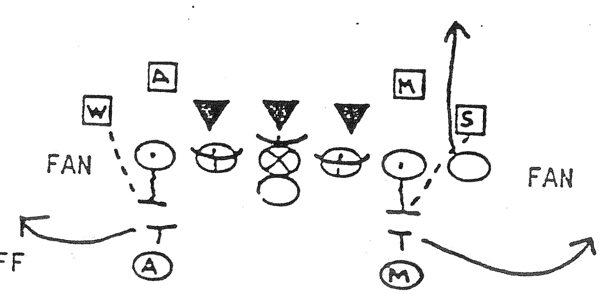
LIZ IS OFF

OVERSTACK



LIZ
NO YELLOW CALL

SINK

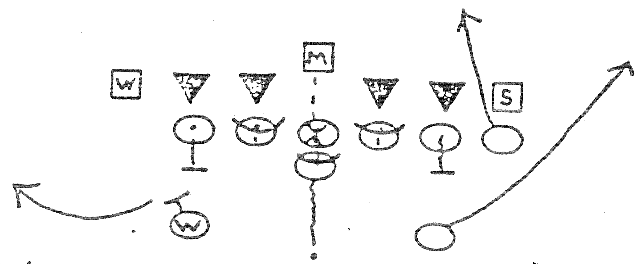


LIZ
IS OFF

PROTECTION: SCAT RT & LT (STRONGSIDE)
CALL SIDE BACK HAS FREE RELEASE. CALL SIDE GUARD HAS DUAL READ - PICKS UP MDM

QB:

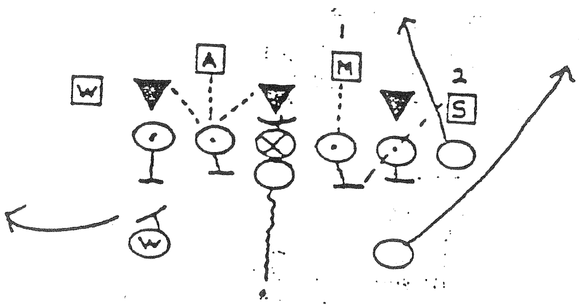
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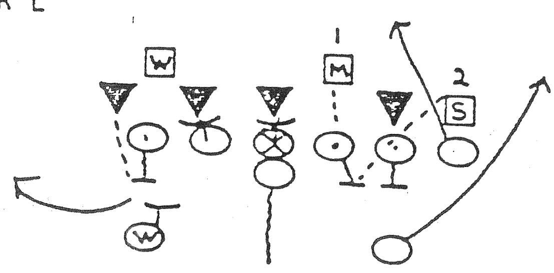
SCAT RT (STRONGSIDE)

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	VS 40 - POCKET PRO. VS 30 OR OVERSTACK, CALL ORANGE/YELLOW TO SCAT SIDE TAKE AWAY CALL SIDE
RT GUARD		VS 40 - POCKET PRO. VS 30 OR OVERSTACK - CALL TO YOUR SIDE - DUAL READ PICK UP MDM. CALL AWAY FROM YOUR SIDE - POCKET PRO. ALERT YELLOW/ORANGE
LFT GUARD		VS 40 - POCKET PRO. VS 30 OR OVERSTACK - CALL TO YOUR SIDE - DUAL READ PICK UP MDM. CALL AWAY FROM YOUR SIDE POCKET PRO. ALERT YELLOW/ORANGE
RT TACKLE	FAN	VS 40 - POCKET PRO. VS 30 OR OVERSTACK - CALL TO YOUR SIDE SET SHORTER # DE. CALL AWAY FROM YOU - POCKET PRO. ALERT YELLOW/ORANGE
LFT TACKLE	FAN	VS 40 - POCKET PRO. VS 30 OR OVERSTACK - CALL TO YOUR SIDE SET SHORTER # DE. CALL AWAY FROM YOU - POCKET PRO
Y		RUN ROUTE CALLED
HB		BLOCK WILL
FB		SCAT - RUN ROUTE CALLED

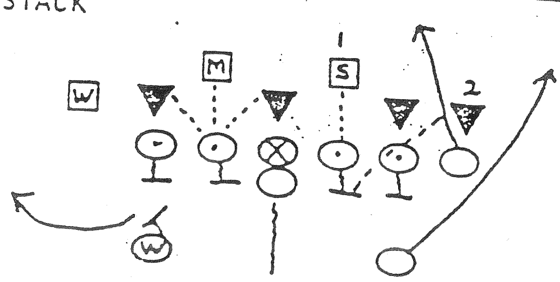
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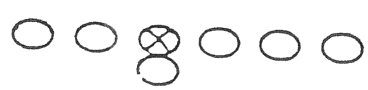


UNDER L



OVERSTACK

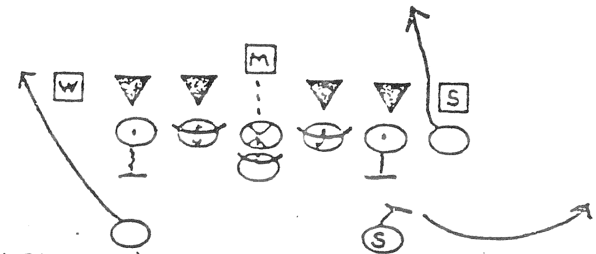




PROTECTION: SCAT LT & RT
(WEAKSIDE)
CALL SIDE BACK HAS FREE RELEASE. CALL SIDE GUARD HAS DUAL READ - PICKS UP MDM

QB:

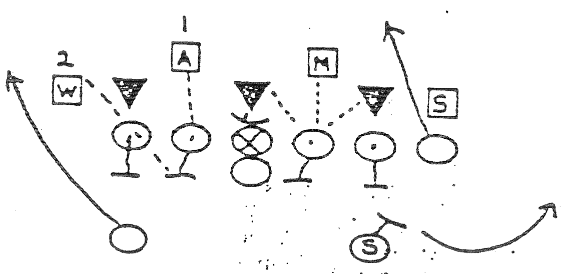
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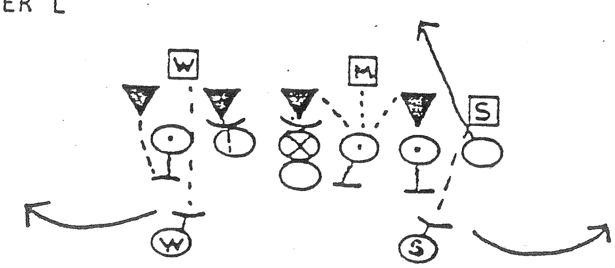
SCAT LFT. (WEAKSIDE)

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	YELLOW	VS 40 - POCKET PRO VS 30 OR OVERSTACK - CALL YELLOW/ORANGE TO SCAT SIDE TAKE AWAY CALL SIDE
RT GUARD		VS 40 - POCKET PRO. VS 30 OR OVERSTACK - CALL TO YOUR SIDE, DUAL READ PICK UP MDM. CALL AWAY FROM YOUR SIDE - POCKET PRO. CALL AWAY FROM OVERSTACK - FAN. ALERT YELLOW/ORANGE
LFT GUARD		VS 40 - POCKET PRO. VS 30 OR OVERSTACK - CALL TO YOUR SIDE, DUAL READ. PICK UP MDM. CALL AWAY FROM YOUR SIDE - POCKET PRO. CALL AWAY FROM OVERSTACK - FAN. ALERT YELLOW/ORANGE
RT TACKLE		VS 40 - POCKET PRO. VS 30 OR OVERSTACK - CALL TO YOUR SIDE SET SHORTER # DE. CALL AWAY FROM YOUR SIDE POCKET PRO. CALL AWAY FROM OVERSTACK - FAN
LFT TACKLE		VS 40- POCKET PRO. VS 30 OR OVERSTACK - CALL TO YOUR SIDE SET SHORTER # DE. CALL AWAY FROM YOUR SIDE POCKET PRO. CALL AWAY FROM OVERSTACK - FAN
Y		RUN ROUTE CALLED
HB		SCAT - RUN ROUTE CALLED
FB		BLOCK SAM

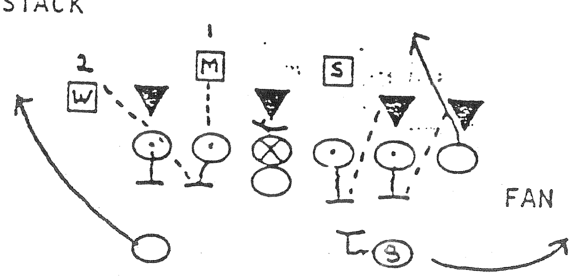
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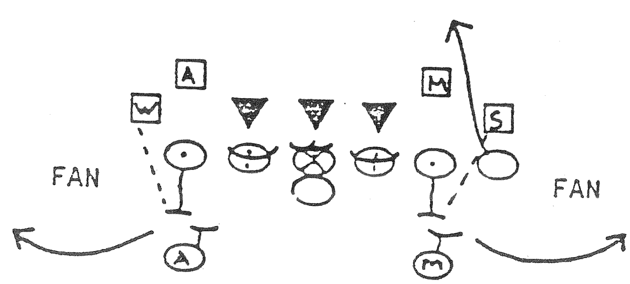


UNDER L



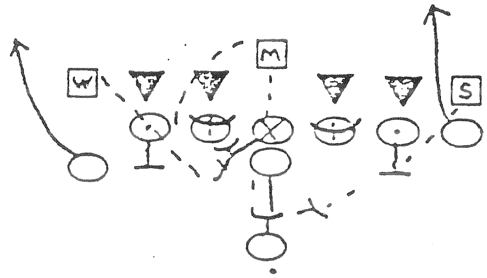
OVERSTACK





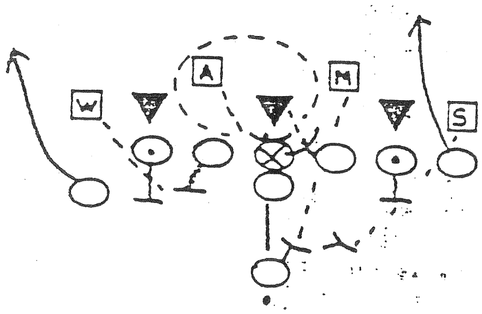
PROTECTION: OPTION LT/RT
BACK TO CALL SIDE HAS FREE RELEASE. OPEN LINEMAN HAS OSLB PICK-UP. LINE SLIDE TO CALL SIDE. REMAINING BACK HAS DUAL READ AWAY FROM CALL SIDE.

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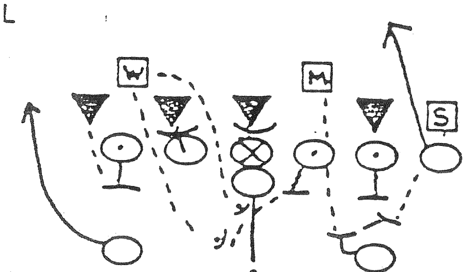


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	"YOU" "ME"	VS 40 - CLEAR CHECK WILLIE HOLD A MIDDLE ATTITUDE VS 30 STRONG ARM - JAM INSIDE BACKER TO SIDE VS OVER - ALERT "SOLID" CALL
RT GUARD	"SLIDE"	VS 40 REG PASS SET - # DT - BE READY TO MAN TT'S VS 30 SET TO BLK NT - ALERT NAX PICK-UP (MAY USE AGG. SET) VS OVERSTACK - "SOLID" CALL
LFT GUARD	"SLIDE"	VS 40 REG PASS SET - # DT - ALERT 'YOU' CALL. MAN TT'S VS 30 - TAKE LIZ SET - CHECK WILLIE VS OVERSTACK - TAKE LIZ SET DUAL READ
RT TACKLE		VS 40 - REG. PASS SET BLOCK MAN OVER YOU VS 30 - SHORTER PASS SET BLOCK MAN OVER YOU. OS - NO FAN
LFT TACKLE		VS 40 - REG. PASS SET BLOCK MAN OVER YOU VS 30 - SHORTER PASS SET BLOCK MAN OVER YOU. OS - NO FAN
Y		CHECK DB POSITIONS BLITZ POSITION BLOCK, BIG MAN OVER BLOCK, DB'S NORMAL - RELEASE
HB		FREE RELEASE
FB		VS 40 CHECK MLB TO SAM INSIDE OUT VS 30 CHECK MLB TO SAM INSIDE OUT

30



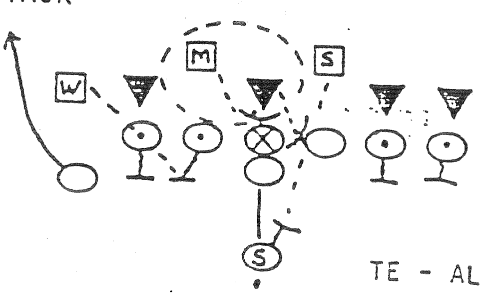
UNDER L



ALERT SLIDE CALL

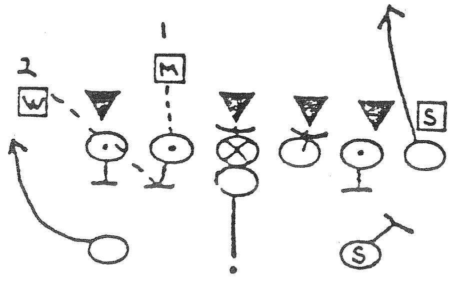
R.G. OPEN LINE - MAN

OVERSTACK



TE - ALERT BIG MAN

OVER

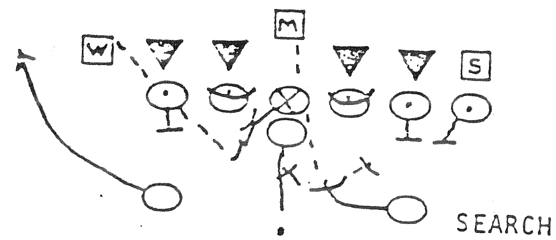


"SOLID" CALL

PROTECTION: OPTION- OH - OPTION PROTECTION FOR OFFENSIVE LINE. HB FREE RELEASE. FB SEARCH. Y SLOW # (HI/LO TECH)

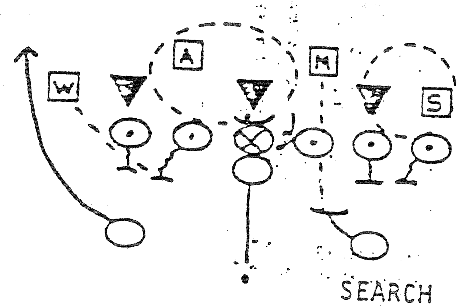
QB:

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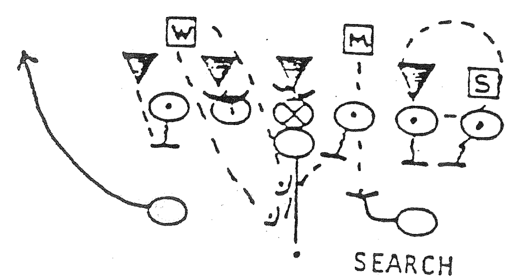


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	"YOU" "ME"	VS 40 - CLEAR CHECK WILLIE HOLD A MIDDLE ATTITUDE VS 30 STRONG ARM - JAM INSIDE BACKER TO SIDE. VS OVER - POCKET PROTECTION
RT GUARD	"SLIDE"	VS 40 REG PASS SET - # DT - BE READY TO MAN IT'S VS 30 SET TO BLK NT - ALERT NAX PICK-UP (MAY USE AGG. SET) VS OVERSTACK - SET TO BLK N.T. - ALERT NAX PICK-UP.
LFT GUARD	"SLIDE"	VS 40 REG PASS SET - # DT - ALERT "YOU" CALL. MAN IT'S VS 30 - # WILLIE IF HE DOGS VS OVERSTACK - # WILLIE IF HE DOGS
RT TACKLE		VS 40 - REG PASS SET BLOCK MAN OVER YOU - ZONE W/Y YOUR SIDE. ALERT SC VS 30 - SHORTER PASS SET BLOCK MAN OVER YOU.
LFT TACKLE		VS 40 - REG PASS SET BLOCK MAN OVER YOU - ZONE W/Y YOUR SIDE. ALERT S VS 30 - SHORTER PASS SET BLOCK MAN OVER YOU
Y		ZONE ANY STUNTS IN YOUR AREA W/YOUR TACKLE - SLOW # NO BLITZ RELEASE ON ASSIGNED PATTERN . ALERT SOX POSS: AXE
HB		FREE RELEASE
FB		VS 30 CHECK MLB WORK INSIDE OUT- TO S/S VS 30 CHECK MLB WORK INSIDE OUT - TO S/S NO BLITZ - RELEASE ON ASSIGNED PATTERN

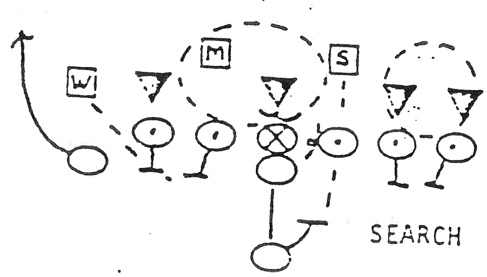
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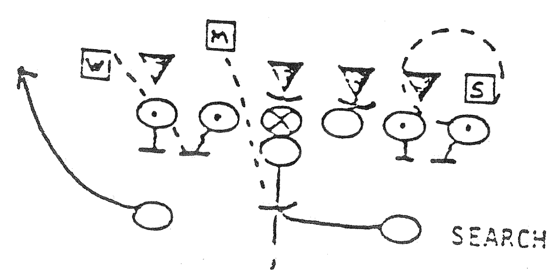
UNDER L



OVERSTACK



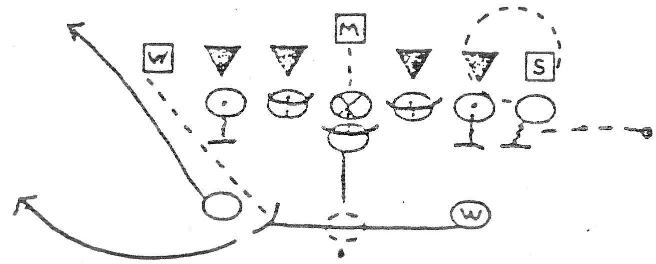
OVER



PROTECTION: HI/LO
BOTH BACKS GOING IN SAME DIRECTION. SECOND BACK HAS OSLB PICK UP TO SIDE OF CALL. Y SLOW BLOCK - AREA WITH O.T.

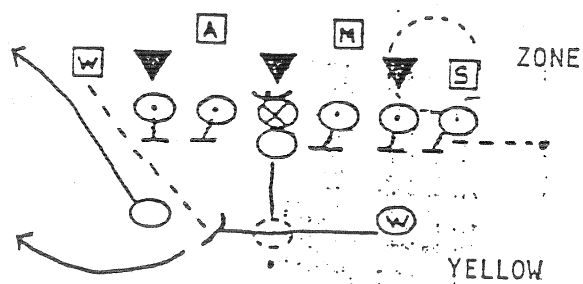
QB:

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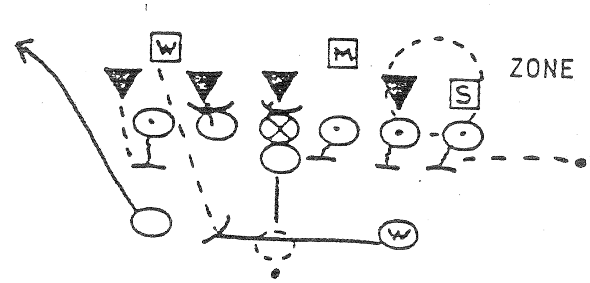


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	SAME AS POCKET PROTECTION. MAKE YELLOW/ORANGE MAKE CALL AWAY FROM HI/LO CALL
RT GUARD		" "
LFT GUARD		" "
RT TACKLE	"STAY" "AXE"	SAME AS POCKET PROTECTION VS 40 & 30 - ZONE W/Y YOUR SIDE VS OVERSTACK CALL "STAY" AS Y IS STAYING, MAY CALL AXE
LFT TACKLE		SAME AS POCKET PROTECTION
Y		ZONE ANY STUNTS IN YOUR AREA W/YOUR TACKLE SLOW # - (BE SETTING UP YOUR SCREEN) ON TACKLE MAY CALL "AXE"
HB		RUN PATTERN CALLED; IF YOU ARE THE OFFSIDE BACK - CHECK WILLIE LBER
FB		RUN PATTERN CALLED; IF YOU ARE THE OFFSIDE BACK - CHECK WILLIE LBER

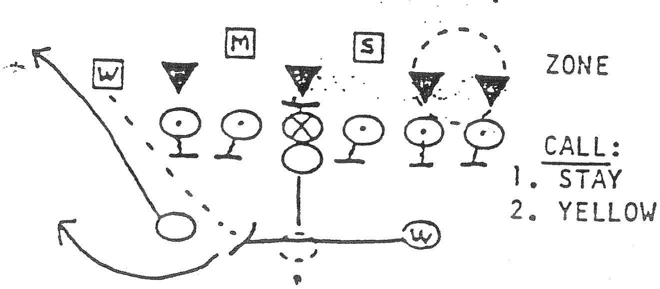
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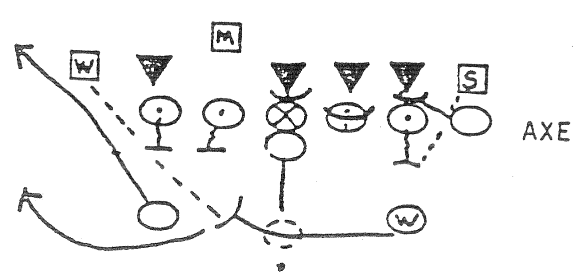
UNDER L



OVERSTACK

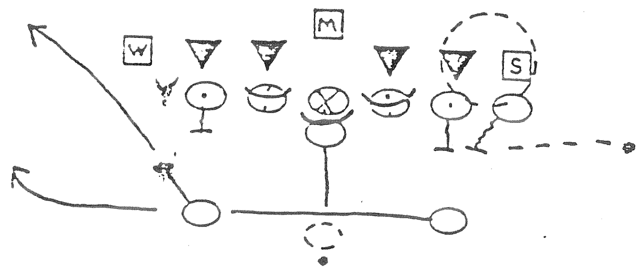


OVER



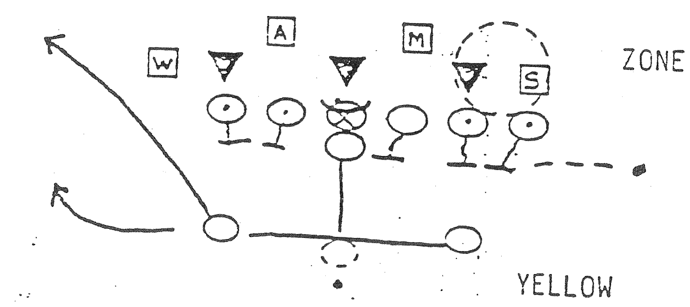
PROTECTION: LEE/RAY
BOTH BACKS GOING IN SAME DIRECTION. NEITHER BACK HAS PICK-UP.
Y SLOW BLOCK - AREA WITH O.T. LIKE HI/LO
QB:

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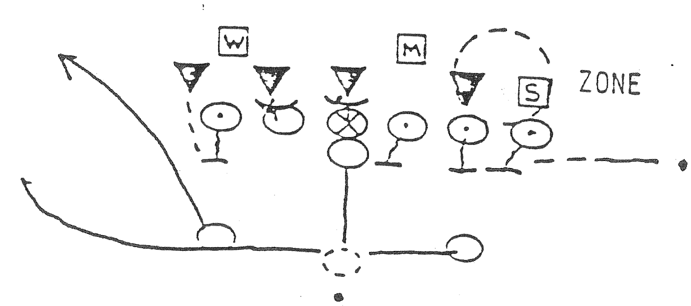


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	VS. 40 - POCKET PRO. V 30. SAME AS SCAT PROTECTION. MAKE YELLOW/ORANGE MAKE CALL AWAY FROM HI/LO CALL
RT GUARD		VS 40 - POCKET PRO. V 30 OR OVERSTACK. BLK. SCAT PROTECTION. LEE CALL - SCAT LEFT. RAY CALL SCAT RIGHT. DO NO FAN - WHEN SCAT IS AWAY FROM OVERSTACK.
LFT GUARD		VS 40 - POCKET PRO. V 30 OR OVERSTACK BLK. SCAT PROTECTION - LEE CALL - SCAT LEFT. RAY CALL SCAT RIGHT. DO NOT FAN - WHEN SCAT IS AWAY FROM OVERSTACK.
RT TACKLE	"STAY" "AXE"	LEE CALL: BLK LO PROTECTION. ZONE STUNTS W/Y (SOX) RAY CALL: BLK SCAT RIGHT.
LFT TACKLE		LEE CALL: BLK SCAT LEFT RAY CALL: BLK HI PROTECTION. ZONE STUNTS W/Y (SOX)
Y		ZONE ANY STUNTS IN YOUR AREA W/YOUR TACKLE SLOT # - (BE SETTING UPYOUR SCREEN) ON TACKLE MAY CALL "AXE"
HB		RUN PATTERN CALLED.
FB		RUN PATTERN CALLED.

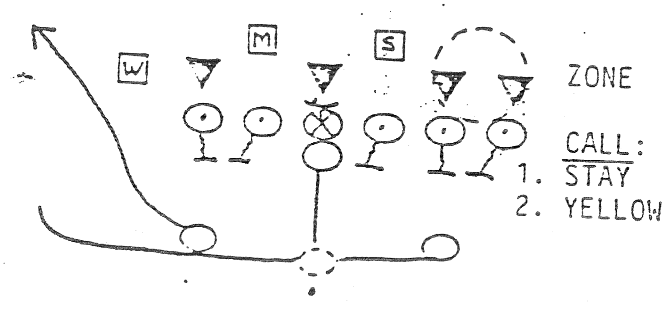
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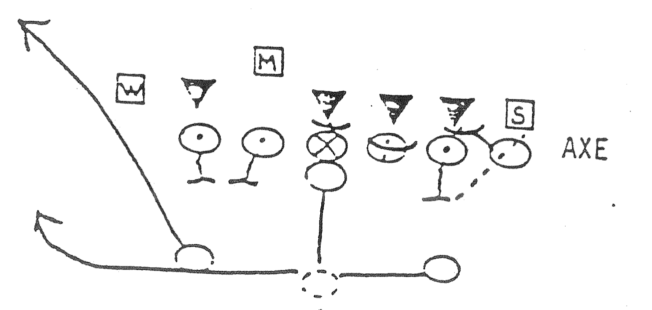


UNDER L



OVERSTACK

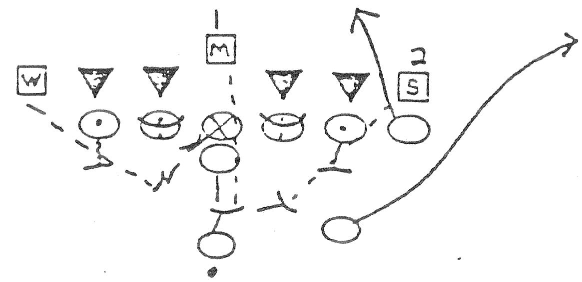




PROTECTION: RAM/LION
BOTH BACKS FLOW STRONGSIDE OR AWAY FROM SLOT. NEAR BACK FREE RELEASE. FAR BACK DUAL. READ MLB/SAM

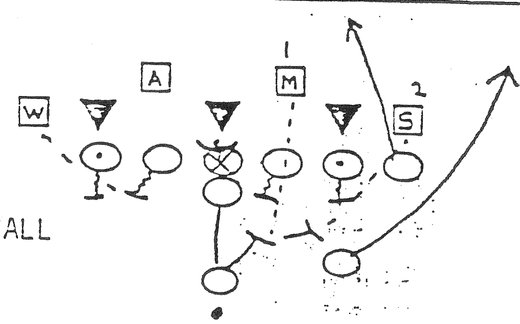
QB:

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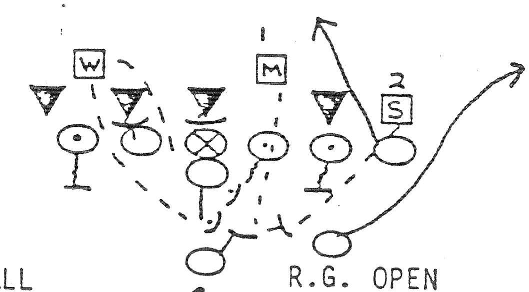
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	YELLOW ORANGE	RAM - BLK OPTION LEFT. LION - BLOCK OPTION RIGHT
RT GUARD	SOLID	RAM - BLOCK OPTION LEFT. LION - BLOCK OPTION RIGHT
LFT GUARD	SOLID	RAM - BLOCK OPTION LEFT. LION - BLOCK OPTION RIGHT (SOLID CALL DUAL RD.)
RT TACKLE		RAM - BLOCK OPTION LEFT. LION - BLOCK OPTION RIGHT (SOLID CALL DUAL RD.)
LFT TACKLE		RAM - BLOCK OPTION LEFT. LION - BLOCK OPTION RIGHT
Y		RUN PATTERN CALLED
HB (FAR BACK)		DUAL READ MLB/SAM # MDM
FB (NEAR BACK)		FREE RELEASE - RUN PATTERN CALLED

30



YELLOW CALL

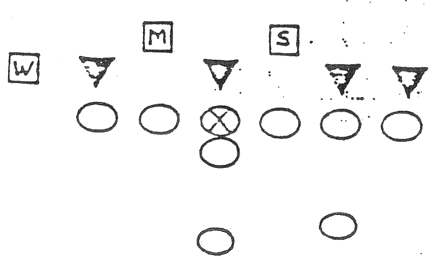
UNDER L



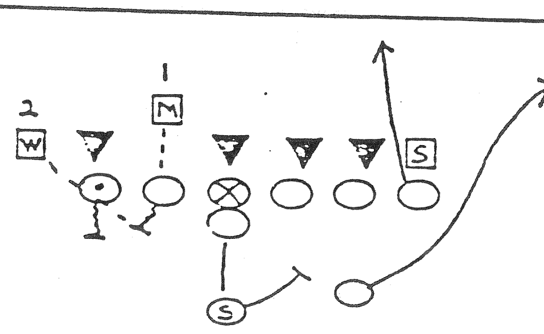
ALERT:
SLIDE CALL

R.G. OPEN LINEMAN

OVERSTACK (WILL NOT CALL V OVERSTACK)



OVER

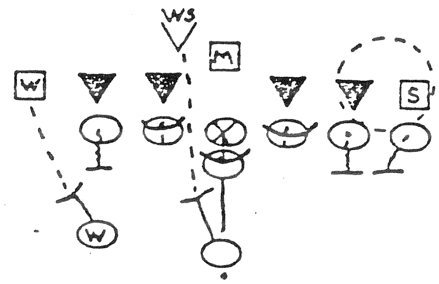


"SOLID" CALL

PROTECTION: LO HI BLITZ
USED IN SAFETY BLITZ SITUATIONS. BOTH BACKS & Y IN PROTECTION

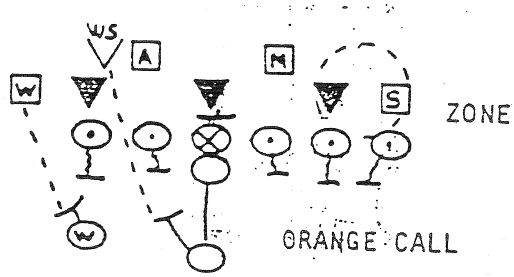
QB:

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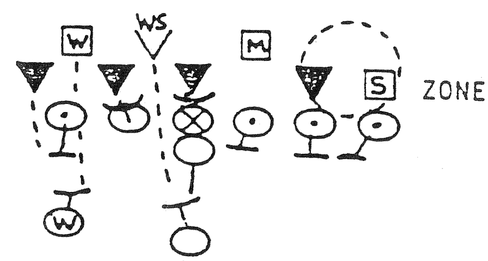


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	VS EVEN FRONT - BLK. POCKET PROTECTION VS 30 & OS - WORK YELLOW/ORANGE TECH. WITH YOUR O.G. MAKE CALL AWAY FROM BACKS
RT GUARD		SAME AS POCKET PRO. YELLOW CALL WORK ZONE TECH W/CENTER
LFT GUARD		" " " ORANGE " " " "
RT TACKLE		SAME AS POCKET PRO. ZONE STUNTS W/Y WHEN TO HIS SIDE
LFT TACKLE		SAME AS POCKET PRO. ZONE STUNTS W/Y WHEN TO HIS SIDE
Y		BLOCK MAN OVER YOU. IF 9 MAN FRONT (BOTH SAFETIES UP) SET - # WHOEVER COMES MDM
HB		CHK. OSLB (COULD BE SAFETY)
FB		BLK SAFETY (DB) TO THE WEAK SIDE CHK. INSIDE OUT.

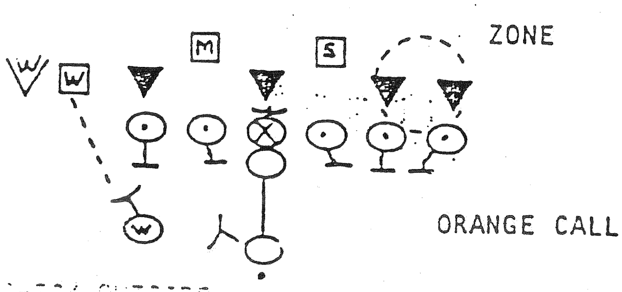
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UNDER L

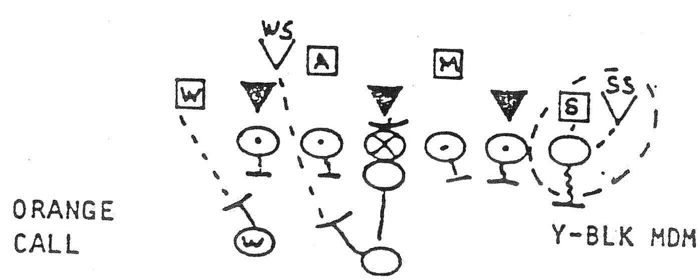


OVERSTACK



HB CHECK OUTSIDE

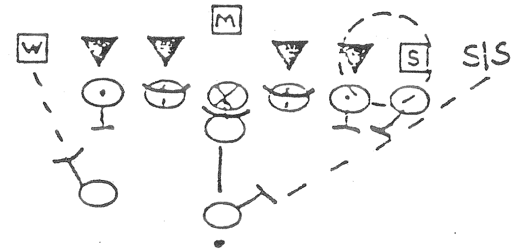
9 MAN FRONT BOTH SAFETIES UP



PROTECTION: MAX
USED IN SAFETY BLITZ SITUATIONS. BOTH BACKS & Y IN PROTECTION.

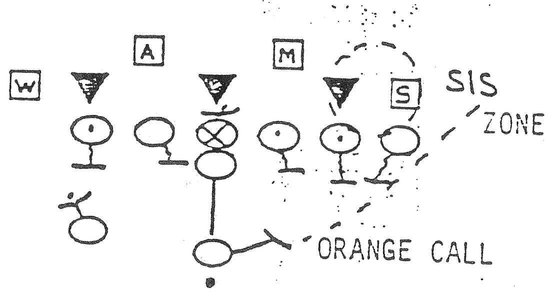
QB:

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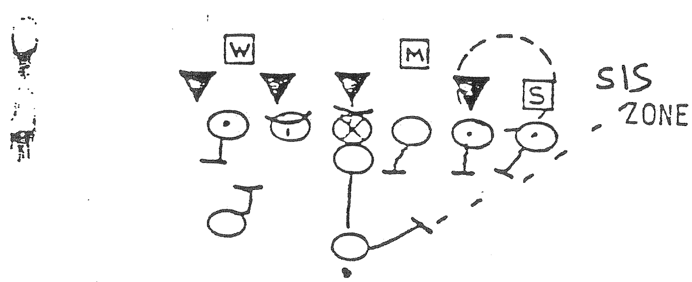


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE / YELLOW	VS EVEN FRONT - BLK. POCKET PROTECTION VS 30 & OS - WORK YELLOW/ORANGE TECH. WITH YOUR O.G. MAKE CALL
RT GUARD		SAME AS POCKET PRO. YELLOW CALL WORK ZONE TECH W/CENTER
LFT GUARD		SAME AS POCKET PRO. ORANGE CALL WORK ZONE TECH W/CENTER
RT TACKLE		SAME AS POCKET PRO. ZONE STUNTS W/Y WHEN TO HIS SIDE. SOX
LFT TACKLE		SAME AS POCKET PRO. ZONE STUNTS W/Y WHEN TO HIS SIDE. SOX
Y		BLOCK MAN OVER YOU. ZONE STUNTS WITH O.T. ON YOUR SIDE. SOX
HB		CHK. OSLB (COULD BE SAFETY). BOTH SAFETIES UP FOR BLITZ BLK. MDM BACKSIDE. INSIDE OUT.
FB		BLK SAFETY (SS) CHECK INSIDE OUT. BOTH SAFETIES UP BLOCK, TOWARD Y

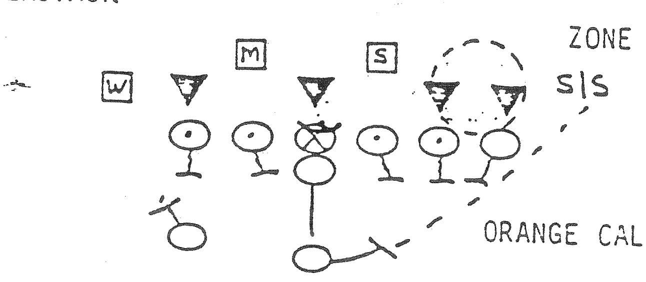
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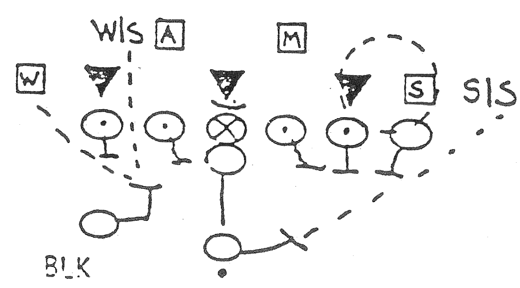
UNDER L



OVERSTACK



ORANGE CALL

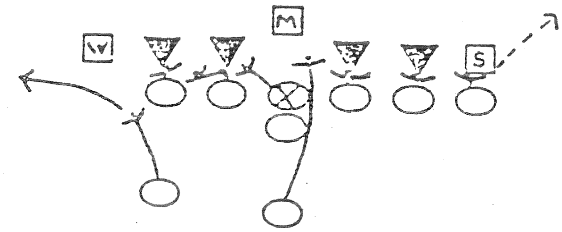


PLAY PASS PROTECTION

PROTECTION: CHARLIE 10
PLAY ACTION. FG AGGRESSIVE BLOCK MLB. HB AGGRESSIVE BLOCK WILLIE IF HE COMES OUT-SIDE. Y BLOCK MAN OVER YOU.

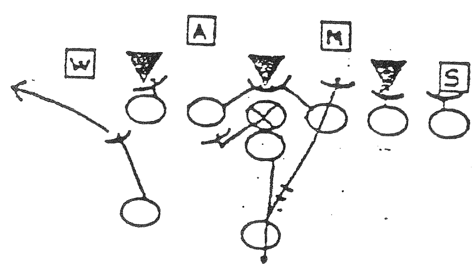
QB:
OPEN BEHIND CENTER.
3 STEPS OR 5 STEPS

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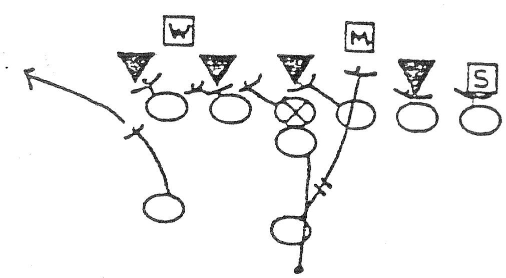


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		BACKSIDE GUARD COVERED # BACK - GUARD WILL STIFF ARM TACKLE COVERED W/BOTH GUARDS UNCOVERED, PROTECT G-T GAP AWAY
RT GUARD		UNCOVERED # DOWN; COVERED # MAN OVER
LFT GUARD		UNCOVERED # DOWN - POSS: SLIDE TO PROTECT YOUR G-T GAP AWAY COVERED 40 STIFF ARM MAN PROTECT T-G GAP AWAY
RT TACKLE		# MAN OVER. PROTECT INSIDE
LFT TACKLE		# MAN OVER, PROTECT INSIDE - UNDER, # MAN ON L.O.S.
Y		# MAN OVER, PROTECT INSIDE
HB		BLOCK WANDA BACKER ONLY IF HE COMES OUTSIDE - IF NOT, RELEASE
FB		VS EVEN FAKE, BLOCK MIDDLE BACKER VS ODD FAKE, BLOCK MIKE

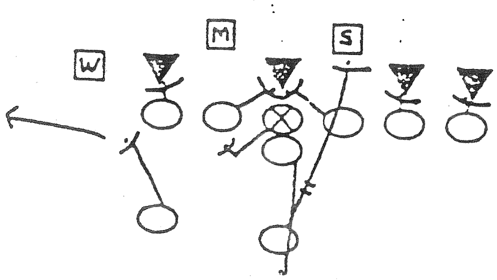
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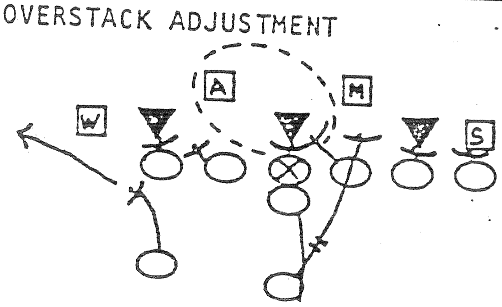
UNDER L



OVERSTACK



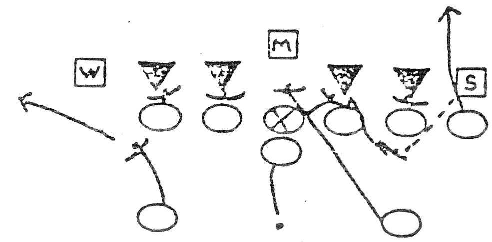
0 & OVERSTACK ADJUSTMENT



PROTECTION: PASS 11
PLAY ACTION. FG AGGRESSIVE BLOCK MLB. HB AGGRESSIVE BLOCK WILLIE.
Y RELEASE

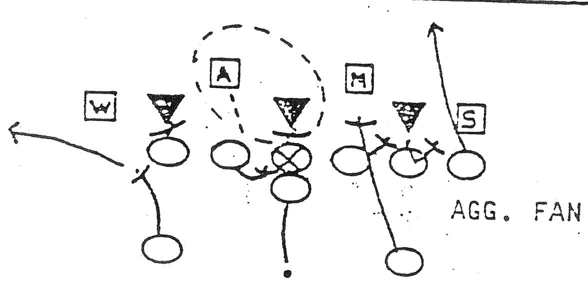
QB:
OPEN BEHIND CENTER
3 STEPS OR 5 STEPS

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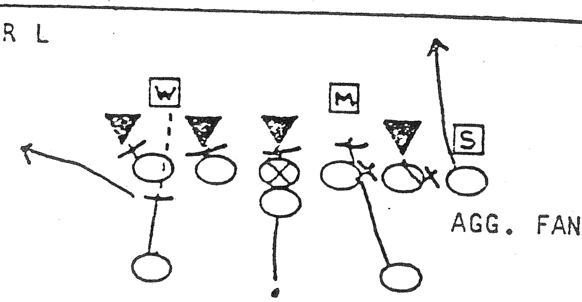


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		UNCOVERED, # BACK - GUARD WILL STIFF ARM TACKLE. COVERED, # MAN ON. VS 30 & OS ZONE NAX W/OG
RT GUARD		UNCOVERED, AGGRESSIVE FAN # COVERED, STIFF ARM DT. # BACKSIDE OSLBER
LFT GUARD		COVERED, # MAN OVER. UNCOVERED, STEP TO CENTER (ALERT NT SLANT & NAX)
RT TACKLE		VS BUBBLE, FAN #; COVERED, # MAN ON
LFT TACKLE		# MAN OVER, PROTECT INSIDE. VS UNDER # MAN ON L.O.S.
Y		RUN PATTERN.
HB		# OUTSIDE LBER.
FB		VS EVEN, FAKE, BLOCK MLB VS ODD FAKE, BLOCK 1ST MAN OVER ONSIDE GUARD

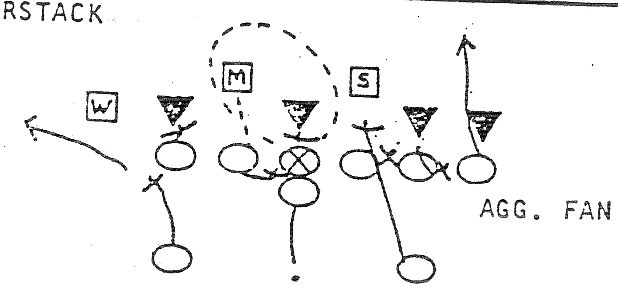
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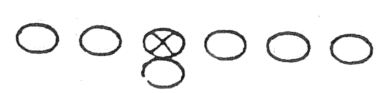


UNDER L



OVERSTACK



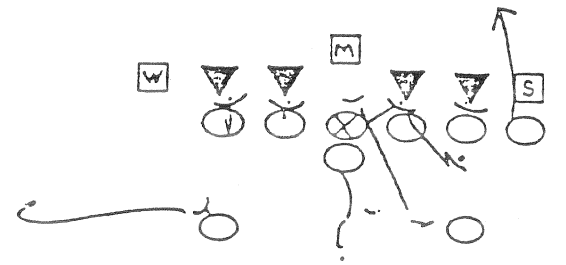


PROTECTION: PASS 20/30 PAINT
AGGRESSIVE PASS - PRO.
WITH O LINE RESPONSIBLE FOR SAM. FB PICK-UP MLB. HB

QB: FK PAINT

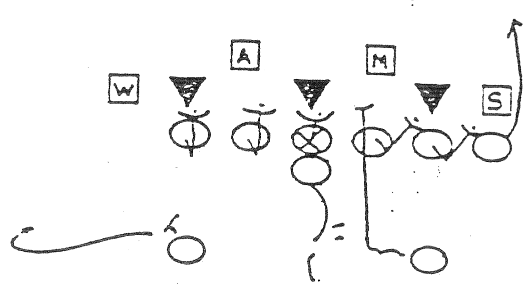
5 STEPS OR 7 STEPS

40

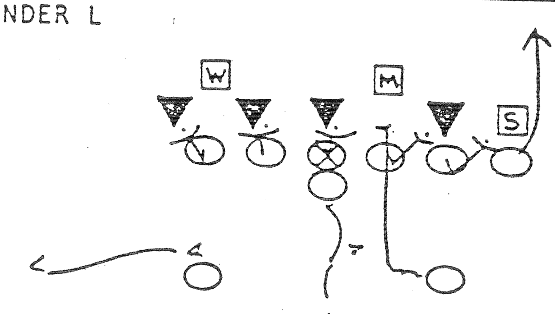


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	YOU ME	EVEN: # DT PLAYSIDE VS 30, OS, UNDER: # MAN OVER YOU
RT GUARD		ONSIDE - VS EVEN: STIFF DT PICK-UP SAM. VS BUBBLE: FAN # BACKSIDE - VS EVEN: # MAN OVER YOU. VS BUBBLE: # MAN OVER YOU
LFT GUARD		ONSIDE - VS EVEN: STIFF DT PICK-UP SAM. VS BUBBLE: FAN # BACKSIDE - VS EVEN: # MAN OVER YOU. VS BUBBLE: # MAN OVER YOU
RT TACKLE		ONSIDE - VS EVEN BLOCK MAN OVER YOU. VS 30, OS, UNDER: FAN # END MAN ON L.O.S. BACKSIDE - # MAN OVER YOU (FAN UNDER L)
LFT TACKLE		ONSIDE - VS EVEN BLOCK MAN OVER YOU. VS 30, OS, UNDER: FAN # END MAN ON L.O.S. BACKSIDE - # MAN OVER YOU (FAN UNDER L)
Y		RELEASE RUN PATTERN CALLED
HB		CHECK WLB - RELEASE
		PICK-UP MLB

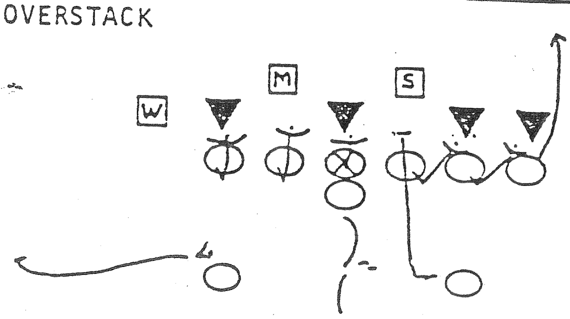
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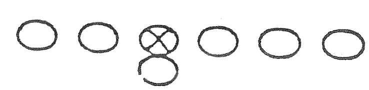


UNDER L



OVERSTACK

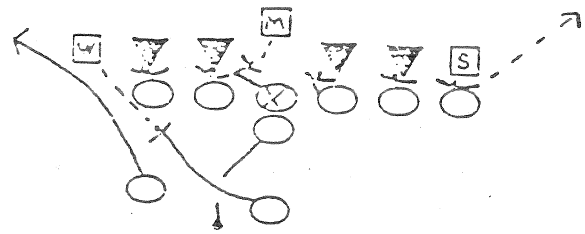




PROTECTION: PASS 80 SLANT
PLAY ACTION OFF SLANT BLOCKING FOR O-LINE. Y BLOCK AGG. HI/LO TECH. BACKS RUN AGG. HI/LO ASSIGNMENTS

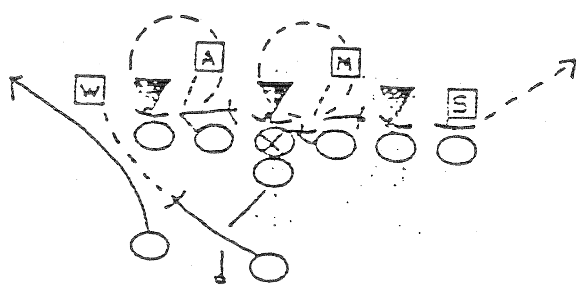
QB:
OPEN BEHIND GUARD 3 STEPS, 5 STEPS OR 7 STEPS.

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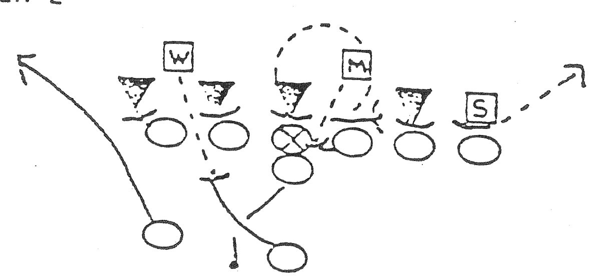


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		VS EVEN, SELL SLIP - RESPONSIBLE FOR DT OR MLB. VS ODD, SELL SWAP - RESPONSIBLE FOR NT OR MLB, (BACKSIDE GUARD COVERED # MAN OVER)
RT GUARD		COVERED BLOCK DL OVER YOU - CUT HIM OFF UNCOVERED SELL SWAP - RESPONSIBLE MLB OR NT ZONE ALL STUNTS
LFT GUARD		VS EVEN, SELL SLIP - IF C IS COVERED, # DL OVER YOU. VS ODD, SELL T-G SLIP - RESPONSIBLE DE OR A-BACKER, ZONE ALL STUNTS
RT TACKLE		# DEFENDER COVERING YOU. VS. BUBBLE SELL SWAP, (ZONE ALL STUNTS W/YOUR GUARD & Y)
LFT TACKLE		VS EVEN # DE LIKE 50/40 LEAD - PROTECT INSIDE VS ODD (YOUR OG UNCOVERED) SELL SLIP - RESPONSIBLE FOR DE OR "A" BACKER
Y		# AGGRESSIVE HI/LO TECH
HB		RUN PATTERN CALLED; IF YOU ARE THE OFFSIDE BACK - CHK WILLIE.
FB		RUN PATTERN CALLED; OF YOU ARE OFFSIDE BACK CHK WILLIE

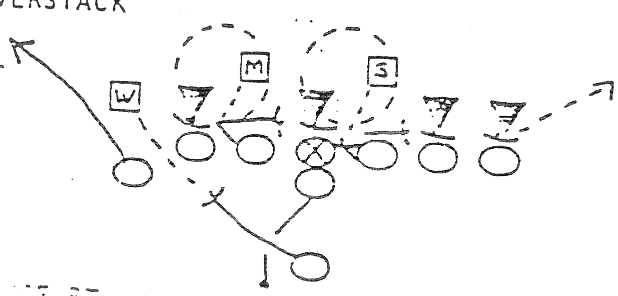
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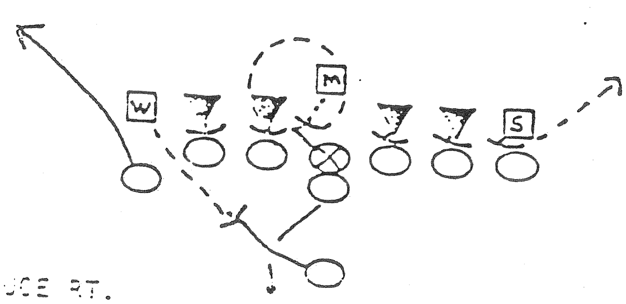


UNDER L



OVERSTACK





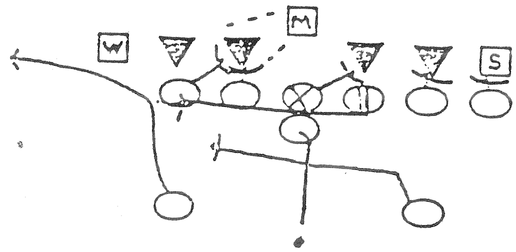
DEUCE RT

DEUCE RT.

PROTECTION: PASS 40/50 TRAP
O. LINE RUN 40/50 TRAP. HB FAKE TRAP, RUN PATTERN. FB FAKE TRAP, RESPONSIBLE FOR WILLIE.

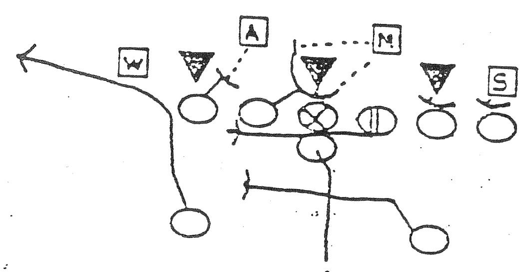
QB:
OPEN BEHIND CENTER
3 STEP, 5 STEP OR 7 STEP DROP.

40

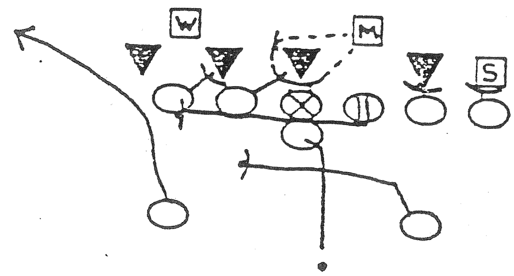


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		BLOCK 40/50 TRAP
RT GUARD		BLOCK 40/50 TRAP
LFT GUARD		BLOCK 40/50 TRAP
RT TACKLE		BLOCK 40/50 TRAP
LFT TACKLE		BLOCK 40/50 TRAP
		BLOCK MAN OVER YOU
HB		START 40/50 TRAP _ RUN PATTERN
FB		RUN 40/50 TRAP COURSE _ PICK-UP WILLIE

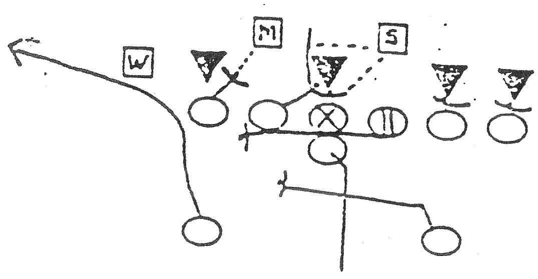
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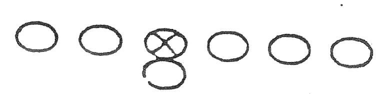


UNDER L



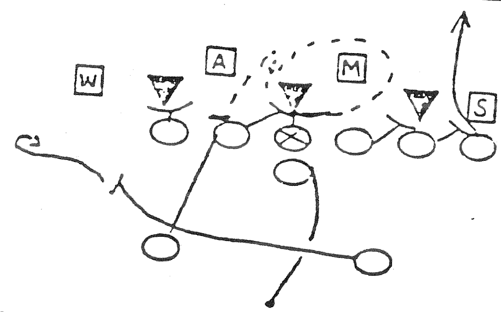
OVERSTACK





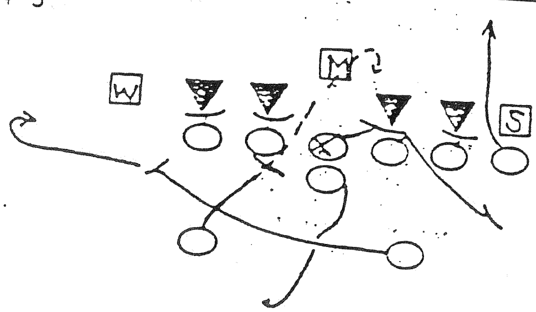
PROTECTION: CHARLIE 40/50 WHAM. AGGRESSIVE PASS PROTECTION, WITH O. LINE SLIDING AWAY FROM CALL. HB & FB PICK-UP MLB & OSLB TO CALL SIDE

QB:
OPEN BEHIND GUARD
5 STEPS OR 7 STEPS

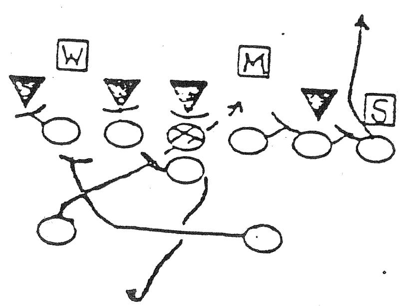


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		BACKSIDE GUARD COVERED, # BACK (EXCEPTION AWAY FROM UNDER) VS 30 & OS, STIFF ARM MAN OVER - EYEBALL INSIDE LBER AWAY. ZONE NMX. UNDER - CALL WK SIDE - BLK MAN OVER YOU
RT GUARD		UNCOVERED ONSIDE, # DOWN ON NT. COVERED ONSIDE, # MAN OVER YOU. UNCOVERED BACKSIDE AGGRESSIVE FAN. COVERED BACKSIDE STIFF ARM MAN OVER YOU PICK-UP OSLB YOUR SIDE.
LT GUARD		" " " " " " " " " " "
RT TACKLE		COVERED ONSIDE, # MAN OVER YOU. UNCOVERED ONSIDE, FAN #. COVERED BACKSIDE, 43 # MAN OVER YOU, 30, OS, UNDER FAN #. COVERED BACKSIDE (STRONGSIDE OF OVER) # MAN OVER YOU
LT TACKLE		" " " " " " " " " "
Y		RUN PATTERN
HB		# MLB
FB		# END MAN ON L.O.S. ONSIDE TACKLE UNCOVERED # LBER OVER HIM. (REDUCED LOOK)

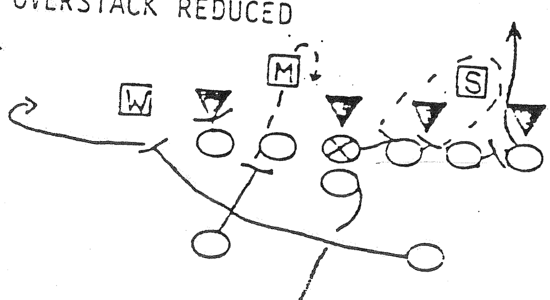
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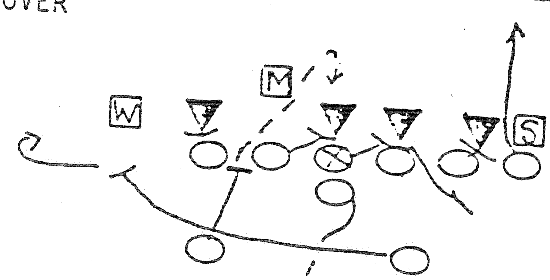
UNDER L

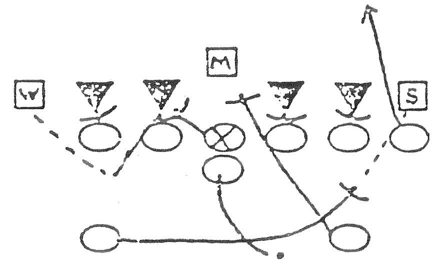


OVERSTACK REDUCED



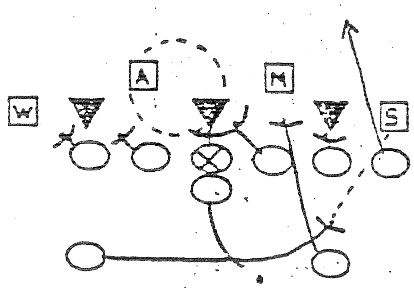
OVER



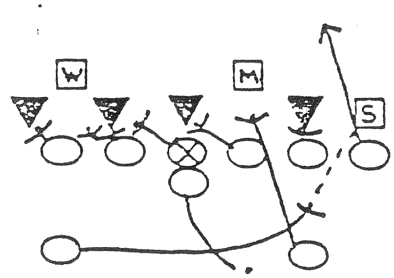
PROTECTION: CHARLIE 40/50 LEAD. AGGRESSIVE PASS PROTECTION. WITH O. LINE SLIDING FROM CALL. HB & FB PICK-UP MLB AND OSLB TO CALL SIDE. QB: OPEN BEHIND GUARD 5 STEPS OR 7 STEPS	40 

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	"YOU" "ME"	BACKSIDE GUARD COVERED, # BACK - GUARD WILL STIFF ARM DT. VS 30 & OS, STIFF ARM MAN OVER YOU - EYEBALL "A" BACKER - ZONE NAX. VS OVER # MAN OVER YOU (ALERT "YOU"/"ME")
RT GUARD		UNCOVERED ONSIDE, # DOWN ON NT. COVERED ONSIDE, # MAN OVER YOU. UNCOVERED BACKSIDE, AGG. FAN. COVERED BACKSIDE, STIFF ARM MAN OVER YOU - PICK-UP WILLIE
LFT GUARD		" " " " " " " " " "
RT TACKLE		COVERED ONSIDE # MAN OVER YOU. UNCOVERED ONSIDE FAN # COVERED BACKSIDE, 43 # MAN OVER YOU. 30, OS, UNDER, OVER, # AGG. FAN.
LFT TACKLE		" " " " " " " " "
		RUN PATTERN
HB		FAKE, BLK. END MAN ON L.O.S. ONSIDE TACKLE UNCOVERED, BLK LBER OVER HIM (REDUCED LOOK)
FB		FAKE 40/50 LEAD, # MLB

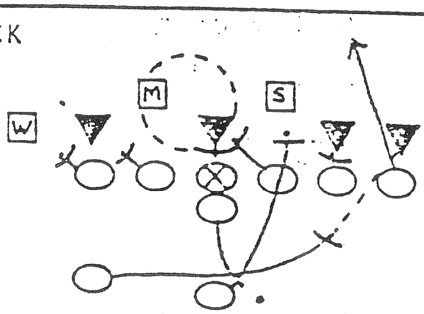
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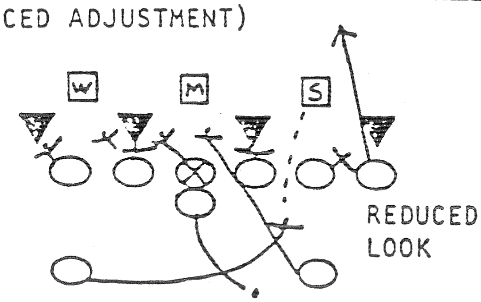
UNDER L



OVERSTACK

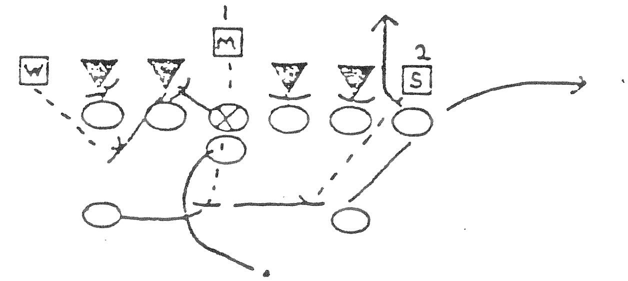


4LS (REDUCED ADJUSTMENT)



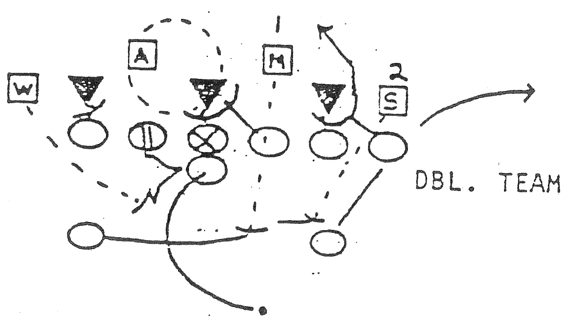
PROTECTION: CH 40/50 PWR
SELL DBL TEAM BLK. BY Y & ONSIDE TACKLE. BACKS FAKE PWR. FB RELEASE HB DUAL READS UNCOVERED BACKSIDE GUARD "MOLLIE" BLOCK
QB:
SET UP 7-10 YDS BEHIND GUARD

40



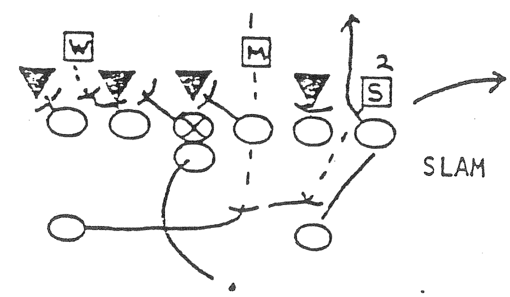
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		BACKSIDE GUARD COVERED, # BACK - GUARD WILL STIFF ARM DT. VS 30, OS, STIFF ARM MAN OVER YOU - EYEBALL "A" BACKER - ZONE NAX. VS OVER, # MAN OVER YOU (ALERT "YOU"/"ME")
RT GUARD		UNCOVERED ONSIDE, # DOWN ON NT. COVERED ONSIDE, # MAN OVER YOU. UNCOVERED BACKSIDE, PULL "MOLLIE" #. COVERED BACKSIDE, STIFF ARM MAN OVER YOU - PICK UP OSLB
LFT GUARD		" " " " " " " " " " "
RT TACKLE		BLOCK DE ONSIDE, ALERT SLAM TECH. & DOUBLE TEAM TECH OF Y. BLOCK DE BACKSIDE
LFT TACKLE		BLOCK DE BACKSIDE. BLOCK DE ONSIDE ALERT SLAM TECH & DBL TM TECH OF Y
Y		SLAM RELEASE. POWER TECH., HOLD DBL TEAM BLOCK W/TACKLE, THEN RELEASE
HB		FAKE PWR, HAND OFF, DUAL READ MLB TO OSLB. PICK UP MDM
FB		FAKE PWR BLOCK, RUN PATTERN

30

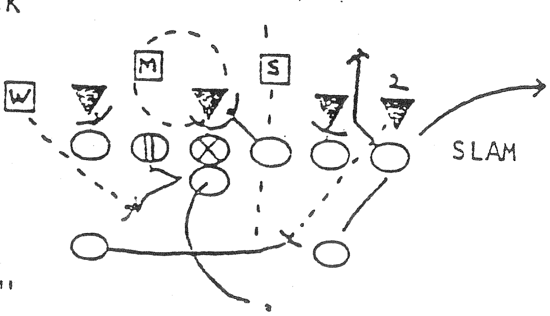


"MOLLIE"

UNDER L

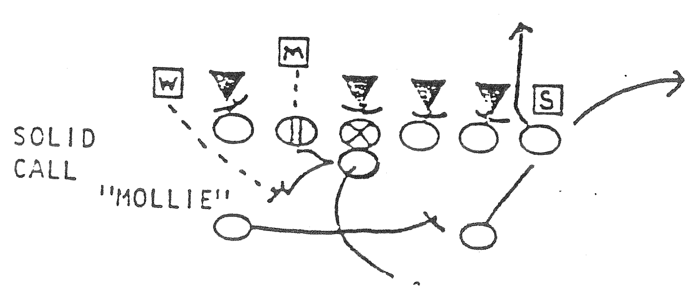


OVERSTACK



"MOLLIE"

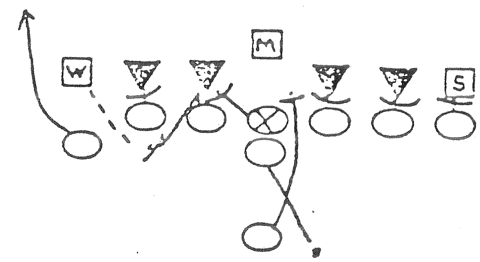
OVER: BACKSIDE OG. DUAL READ



PROTECTION: CHARLIE 60/70
PLAY ACTION. FB AGGRESSIVE BLOCK MLB. HB OR Y TO CALL SIDE #. HB OR Y AWAY FROM CALL RELEASE

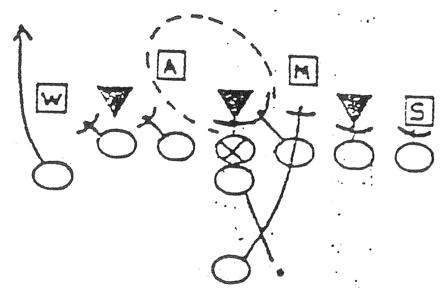
QB:
OPEN BEHIND GUARD
5 STEPS OR 7 STEPS

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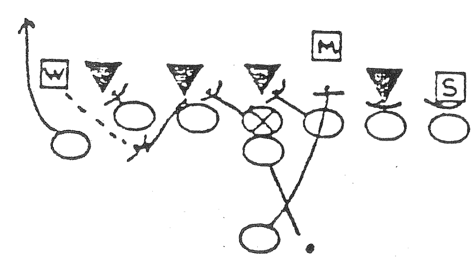


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		BACKSIDE GUARD COVERED, # BACK - GUARD WILL STIFF ARM DT BLOCK CHARLIE 40/50 PROTECTION
RT GUARD		BLOCK CHARLIE 40/50 PROTECTION
LFT GUARD		BLOCK CHARLIE 40/50 PROTECTION
RT TACKLE		BLOCK CHARLIE 40/50 PROTECTION NO FAN # TO CALL SIDE VS REDUCED LOOK
LFT TACKLE		" " " " " "
Y		# MAN OVER YOU, PROTECT INSIDE. IF CALL IS AWAY FROM YOU, RELEASE RUN PATTERN CALLED
HB		RUN PATTERN CALLED IF CALL IS TO YOUR SIDE, # MAN OVER YOU, PROTECT INSIDE
FB		VS EVEN # MIKE VS ODD # MLB TO CALL SIDE

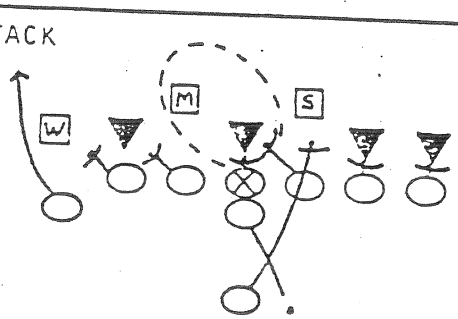
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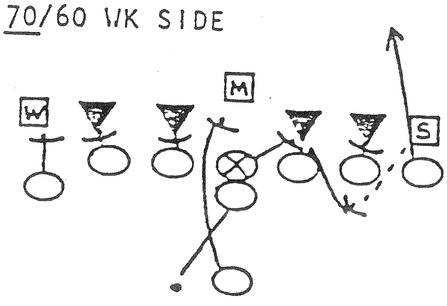
UNDER L



OVERSTACK



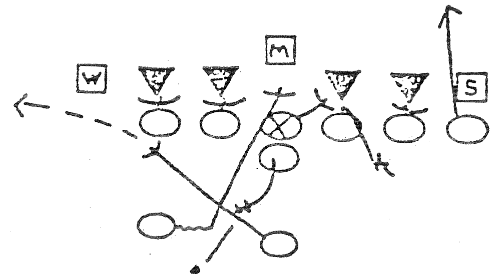
CHARLIE 70/60 WK SIDE



PROTECTION: CH 40/50 LAG
HB SET UP BEHIND ONSIDE TACKLE, # MLB. FB # WILLIE. O. LINE SLIDE AWAY FROM CALL SIDE.

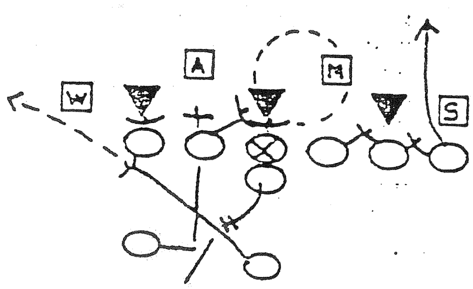
QB:
REVERSE OUT - SET UP BEHIND THE GUARD

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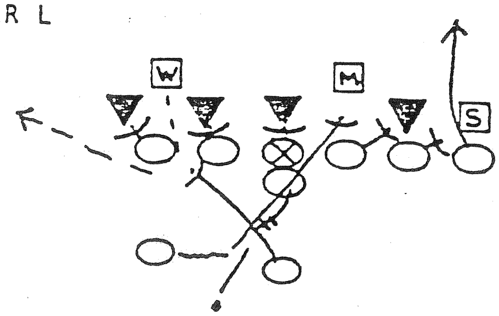


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	YOU ME	BLOCK LIKE CH 40/50 SLANT
RT GUARD		BLOCK LIKE CH 40/50 SLANT
LFT GUARD		BLOCK LIKE CH 40/50 SLANT
RT TACKLE		BLOCK LIKE CH 40/50 SLANT
LFT TACKLE		BLOCK LIKE CH 40/50 SLANT
Y		RELEASE - RUN PATTERN
HB		SET-UP BLOCK MLB
FB		BLOCK WILLIE - RELEASE

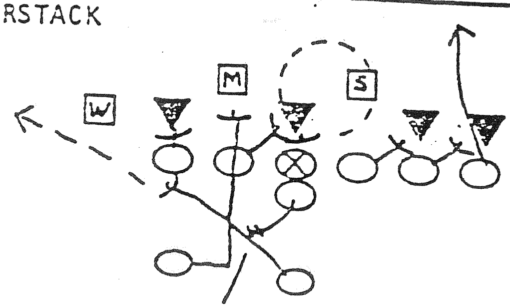
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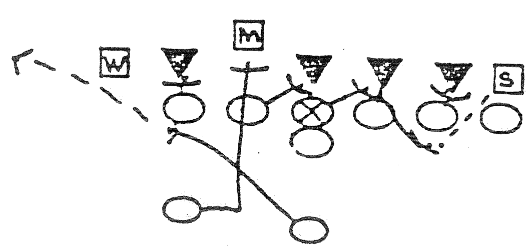


UNDER L



OVERSTACK



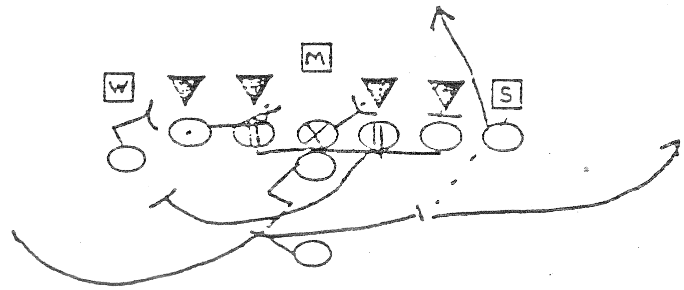


ACTION PASS PROTECTION

PROTECTION: WAGGLE LT/RT
AGGRESSIVE ON THE LINE
PROTECTION.

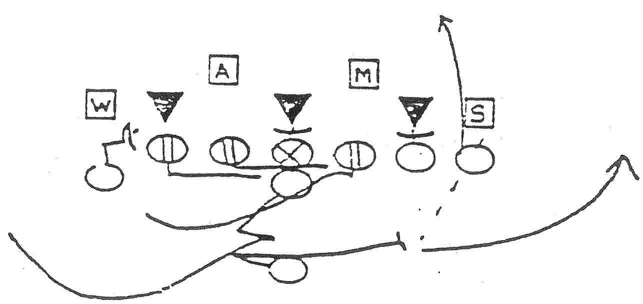
QB: FK PWR-TRAP SPRINT OUT.

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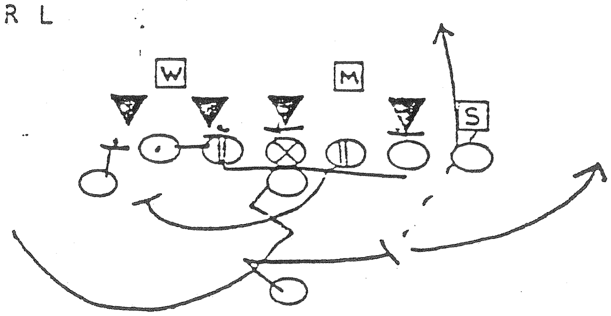


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		VS EVEN BLK BACK COVERED BLK MAN OVER (NT)
RT GUARD		BACKSIDE: PULL DEEP-LEAD - LOOK FOR END MAN ON L.O.S. ONSIDE: PULL SHALLOW LOOK FOR MIKE BLITZ
LFT GUARD		ONSIDE: PULL SHALLOW LOOK FOR MIKE BLITZ BACKSIDE: PULL DEEP - LEAD LOOK FOR ENDMAN ON L.O.S.
RT TACKLE		BACKSIDE: # MAN OVER - PROTECT INSIDE. VS BUBBLE OVER G-PULL ALERT A BLITZ ONSIDE: VS ON G COVERED = PULL CLIP MAN ON G
LFT TACKLE		ONSIDE: VS BUBBLE OVER G - PULL ALERT A BLITZ. VS ON G COVERED - PULL CLIP MAN ON G BACKSIDE: # MAN OVER - PORTECT INSIDE
Y		RELEASE RUN PATTERN CALLED
HB		
FB		FK 60/70 POWER TRAP CHK SAM

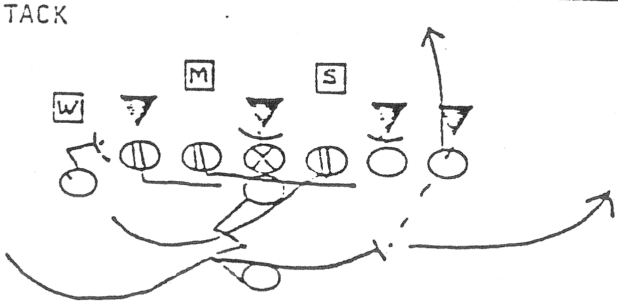
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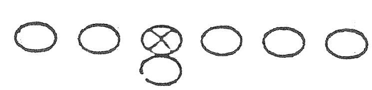


UNDER L



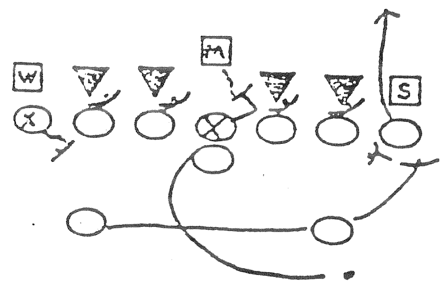
OVERSTACK





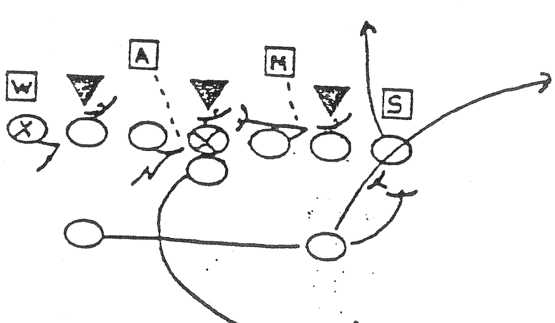
PROTECTION: ROLL RT/LT
AGGRESSIVE ON THE LINE PROTECTION. BASIC ONSIDE GAP PROTECTION. ONSIDE BACK & Y IN PATTERN, BACKSIDE BACK & X, PROTECTION
QB:
KEY OUTSIDE RUSH. ROLL OUTSIDE OR SET UP OUTSIDE THE TACKLE

40

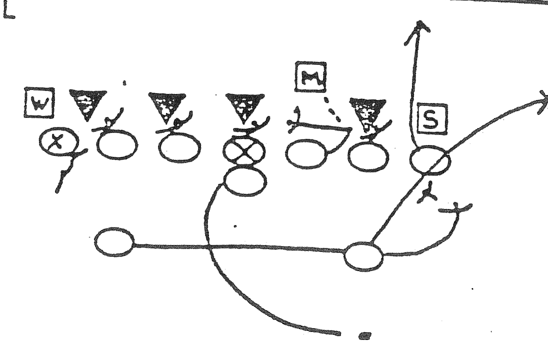


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		VS EVEN, STEP PLAYSIDE GAP - CHK MLB - BACKSIDE. COVERED, # NT
RT GUARD		VS EVEN, # MAN OVER YOU UNCOVERED, STEP PLAYSIDE GAP - CHK LB - # TO NT
LFT GUARD		VS EVEN, STEP PLAYSIDE GAP - # MAN OVER YOU BACKSIDE UNCOVERED, STEP PLAYSIDE GAP - ALERT NT SLANT - CHK LBER, # BACKSIDE
RT TACKLE		# MAN OVER YOU. UNCOVERED, STEP PLAYSIDE GAP - CHK LBER - HELP ON MDM
LFT TACKLE		STEP PLAYSIDE GAP, # MAN OVER YOU - BACKSIDE. UNCOVERED, STEP PLAYSIDE GAP - CHECK LBER - HELP ON MDM
Y		RUN PATTERN
X		STEP PLAYSIDE GAP - # MDM BACKSIDE
HB		# OSLB, PLAYSIDE. NO DOG, HELP INSIDE
FB		RUN PATTERN

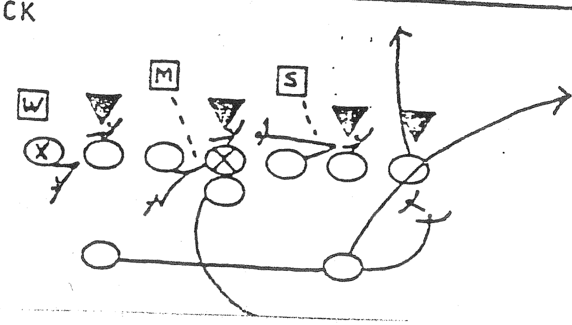
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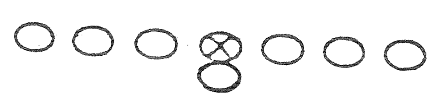


UNDER L



OVERSTACK





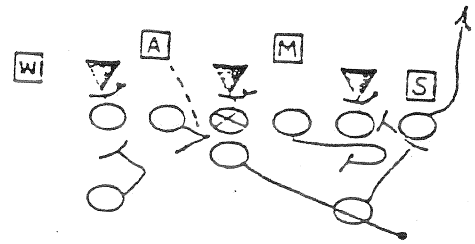
PROTECTION: SPRINT RT/LT AGGRESSIVE ON THE LINE PROTECTION. BASIC ONSIDE GAP PROTECTION. ONSIDE BACK # OSLBER CALL SIDE. BACKSIDE BACK # BACKSLIDE OSL

QB:

SPRINT OUT SET UP

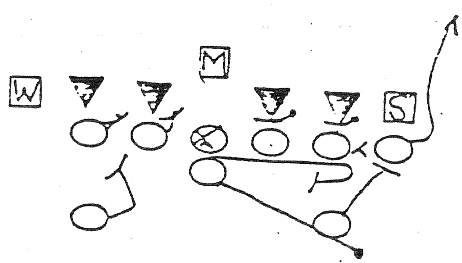
5 STEPS OUTSIDE THE TACKLE

30

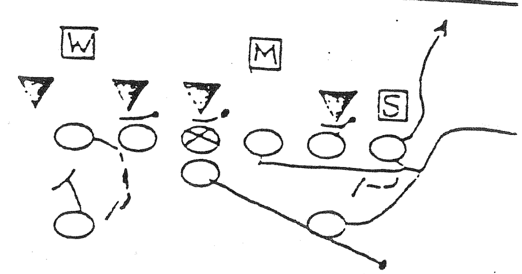


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		COVERED # NT. UNCOVERED - PULL PROTECT ONSIDE TO BACKSIDE - POSS CHOKE - NOTE: MIKE TUFF BLK. ALERT FOR G CALL. BLK END MAN ON L.O.S.
RT GUARD		UNCOVERED - PULL PROTECT INSIDE TO BACKSIDE - MIKE TUFF BLK - ALERT FOR G BALL. BLK. END MAN ON L.O.S.
LEFT GUARD		UNCOVERED - STEP PLAYSIDE GAP ALERT NT SLANT - CHK LBKER - BACKSIDE POSS STAY CALL = ALERT FOR G CALL. COVERED - STEP PLAYSIDE GAP # MAN OVER YOU.
RT TACKLE		COVERED # MAN OVER YOU HOOK TECHNIQUE POSS POWER - UNCOVERED - STEP PLAYSIDE GAP - CHK LBER - HELP ON MDM.
LEFT TACKLE		COVERED - STEP PLAYSIDE GAP # MAN OVER YOU - UNCOVERED - STEP PLAYSIDE GAP - CHK LBER - HELP ON MDM.
Y-RELEASE		RUN PATTERN - POSS POWER, OR CALL TO KEEP YOU IN TO BLK MAN OVER - HELP INSIDE.
HB		END MAN ON L.O.S. AWAY FROM CALL SIDE - RELEASE.
FB		END MAN ON L.O.S. TO CALL SIDE - HELP INSIDE - POSS G CALL TO RELEAS. YOU.

40

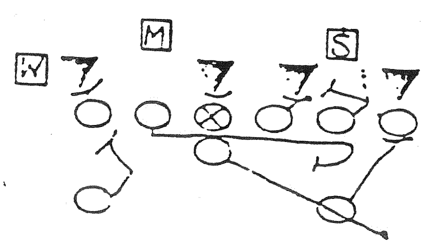


UNDER L

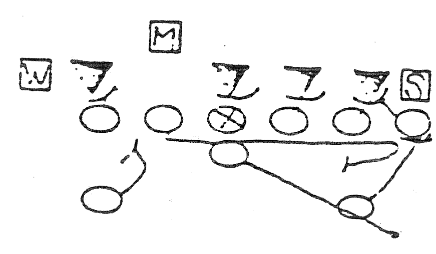


G CALL

OVER L

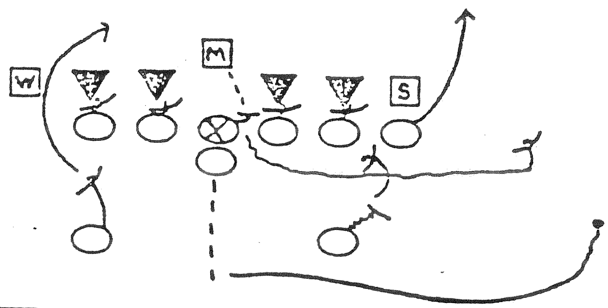


OVER



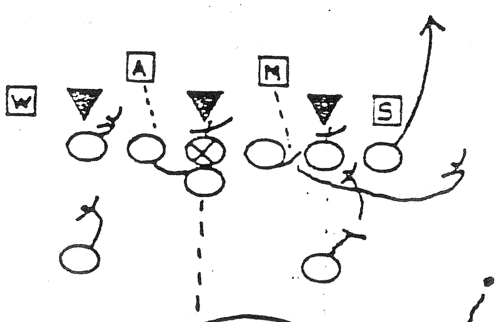
PROTECTION: DASH RT & LT
ROLL PROTECTION TO CALL SIDE.
UNCOVERED LINEMAN IN FRONT OF MIKE - CHK - HELP TO ON-SIDE. ONSIDE BACK HELP # DE.
BACKSIDE CHK. OSLB AWAY FROM CALL. QB:
DROP 5 STEPS - SET UP - SPRINT OUTSIDE

40

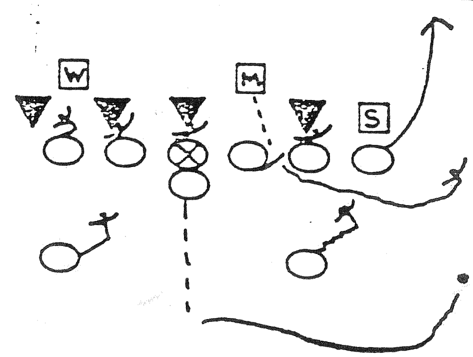


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		VS EVEN: CHK. MIKE, RELEASE ONSIDE TO HELP. COVERED: # MAN OVER YOU (LIKE ROLL PROTECTION)
RT GUARD		VS EVEN: # MAN OVER YOU (LIKE ROLL PROTECTION). UNCOVERED: CHK MIKE, RELEASE ONSIDE TO HELP. OVERSTACK, REACH DT
LFT GUARD		VS EVEN: # MAN OVER YOU (LIKE ROLL PROTECTION) UNCOVERED: (OVER - OVERSTACK) CHK. MIKE, RELEASE ONSIDE TO HELP
RT TACKLE		VS EVEN: # MAN OVER YOU. UNCOVERED, REACH DE. VS OVERSTACK, REACH DE - "TAKE" CALL: PASS SET, CHK. OSLB.
LFT TACKLE		BLOCK DE
Y		RUN PATTERN. "TAKE" CALL: BLK. DOWN ON DE
HB		ONSIDE: CHK OSLBER YOUR SIDE - SET OUTSIDE DE & # HIM. BACKSIDE # OSLBER TO YOUR SIDE. DEUCE FORMATION, W/TAKE CALL, RELEASE
FB		ONSIDE: CHK. OSLBER YOUR SIDE - SET OUTSIDE DE & # HIM. BACKSIDE # OSLBER TO YOUR SIDE. DEUCE FORMATION, W/TAKE CALL # OSLBER - AWAY FROM CALLS

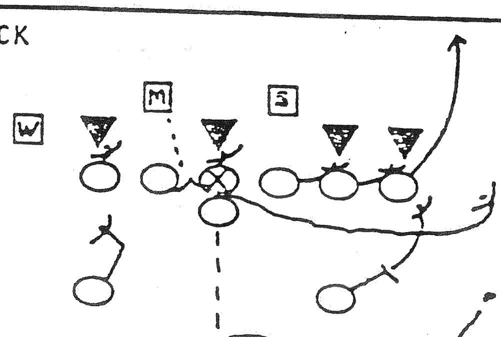
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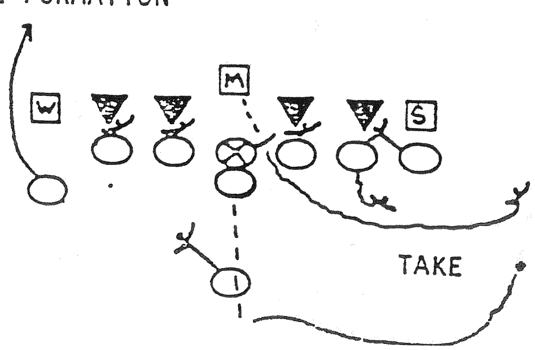
UNDER L



OVERSTACK



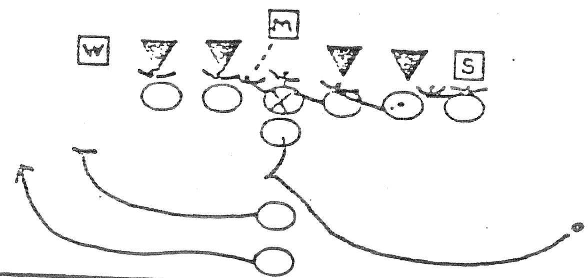
40 DEUCE FORMATION



PROTECTION: NAKED 80/90 TOSS. PLAY ACTION OFF FAKE 80/90 TOSS WK

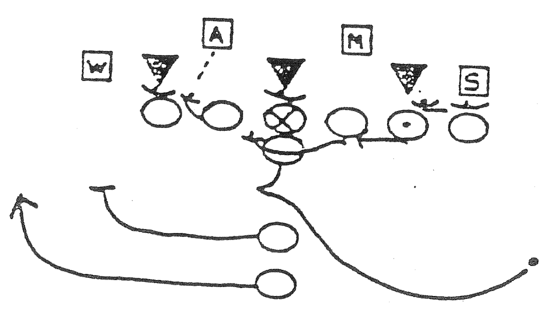
QB:
FAKE 80/90 TOSS WK.
KEEP BALL, PASS OR RUN

40

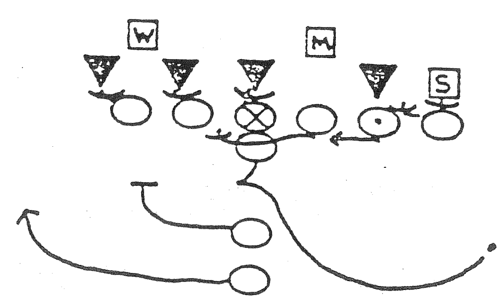


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		RUN 80/90 TOSS
RT GUARD		RUN 80/90 TOSS. EVEN, BACKSIDE - SWOOP. ODD, BACKSIDE - RIM
LFT GUARD		RUN 80/90 TOSS. EVEN, BACKSIDE - SWOOP. ODD, BACKSIDE - RIM
RT TACKLE		RUN 80/90 TOSS. EVEN, BACKSIDE - SWOOP. ODD, BACKSIDE - PULL FLAT
LFT TACKLE		RUN 80/90 TOSS. EVEN, BACKSIDE - SWOOP ODD, BACKSIDE PULL FLAT
Y		# MAN OVER YOU - SELL 80/90 TOSS - SET ON L.O.S. - SEAL
HB		RUN 80/90 TOSS
FB		RUN 80/90 TOSS

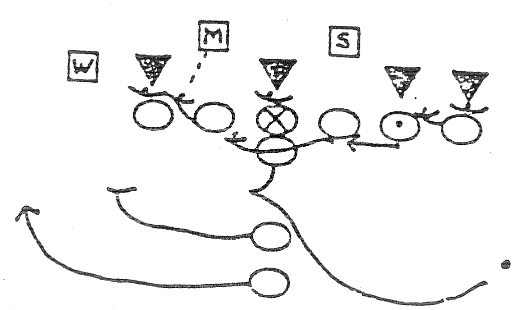
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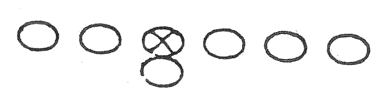


UNDER L



OVERSTACK

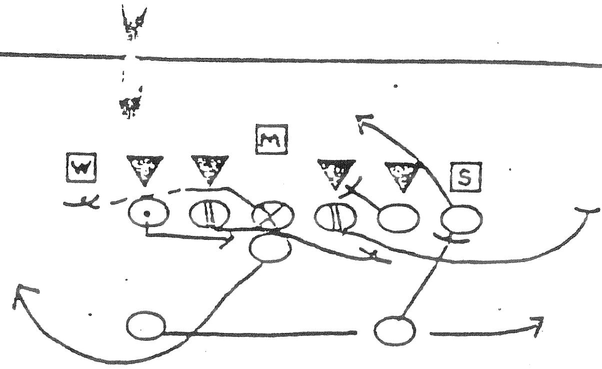




PROTECTION: NAKED 80/90 GEE OH. PLAY ACTION OFF FAKE OF 80/90 GEE-OH

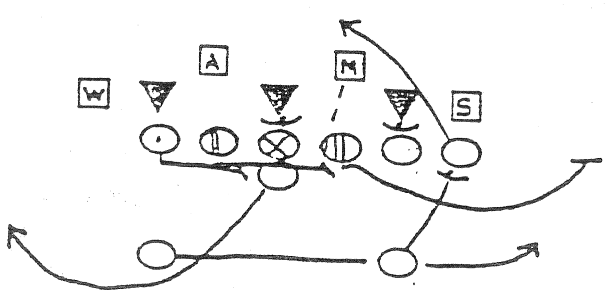
QB:
FAKE 80/90 GEE OH. KEEP BALL, PASS OR RUN

40

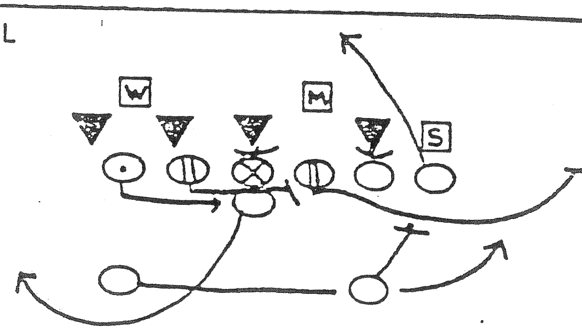


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		VS EVEN, BLOCK BACK WORK TO AREA OUTSIDE OF OT VS ODD, BLOCK MAN OVER YOU
RT GUARD		RUN 80/90 GEE-OH
LFT GUARD		RUN 80/90 GEE-OH
RT TACKLE		ONSIDE, RUN 80/90 GEE OH BACKSIDE, PULL FLAT
LFT TACKLE		BACKSIDE, PULL FLAT ONSIDE, RUN 80/90 GEE OH
Y		RUN PATTERN
HB		RUN 80/90 GEE OH
FB		RUN 80/90 GEE OH

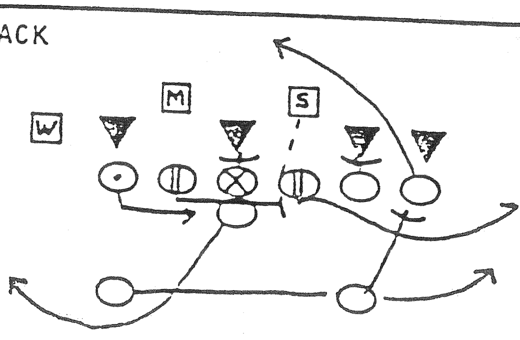
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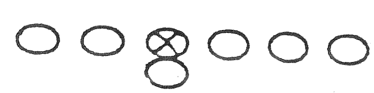


UNDER L



OVERSTACK

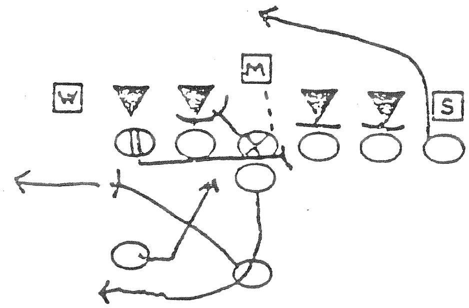




PROTECTION: NAKED 0/1
TACKLE TRAP. PLAY ACTION
WITH LAG ACTION.
BACKSIDE TACKLE PULL

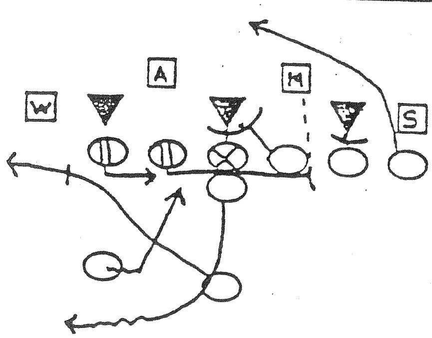
QB:
RELEASE PIVOT & ROLL OUTSIDE
TO PASS OR RUN

40

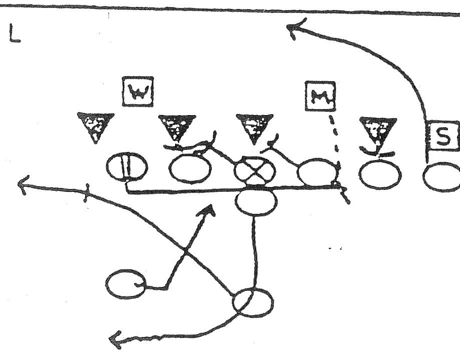


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		BACKSIDE GUARD COVERED, # BACK DT W/GUARD. ODD, BOTH GUARDS UNCOVERED, # 0/1 TRAP
RT GUARD		COVERED, # MAN OVER YOU, IF BACKSIDE DBL TEAM WITH CENTER. UNCOVERED, # 0/1 TRAP
LFT GUARD		COVERED, # MAN OVER YOU, IF BACKSIDE DBL TEAM WITH CENTER UNCOVERED, # 0/1 TRAP
RT TACKLE		ONSIDE, # MAN OVER YOU BACKSIDE, PULL FLAT
LFT TACKLE		ONSIDE, # MAN OVER YOU BACKSIDE PULL FLAT
Y		RUN PATTERN
HB		SET UP BLOCK MLB
FB		BLOCK WILLIE - RELEASE

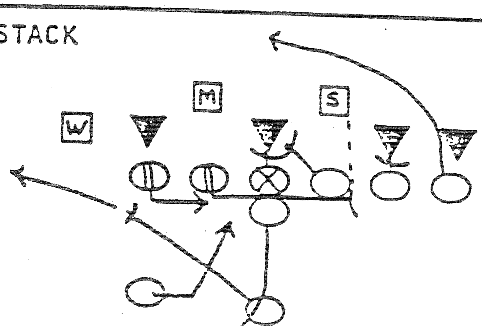
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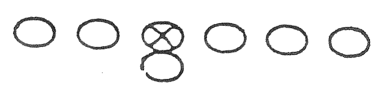


UNDER L



OVERSTACK

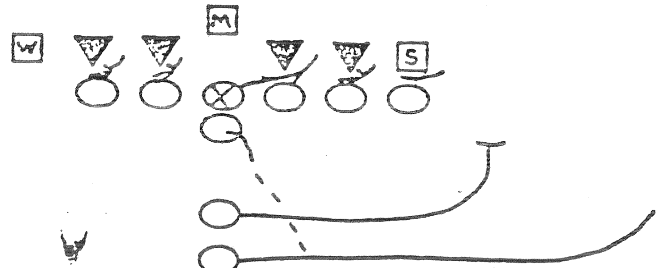




PROTECTION: RUN PASS 80/90 TOSS.
O. LINE BLOCKS 80/90 TOSS

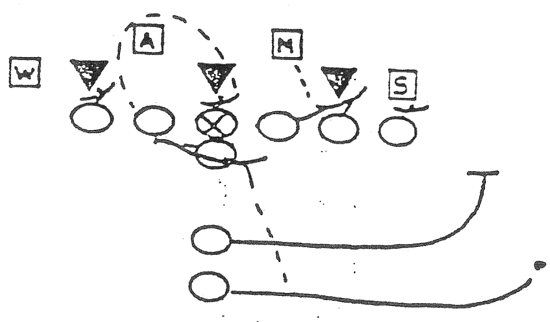
QB:
TOSS BALL TO HB FAKE 80/90 TOSS

40

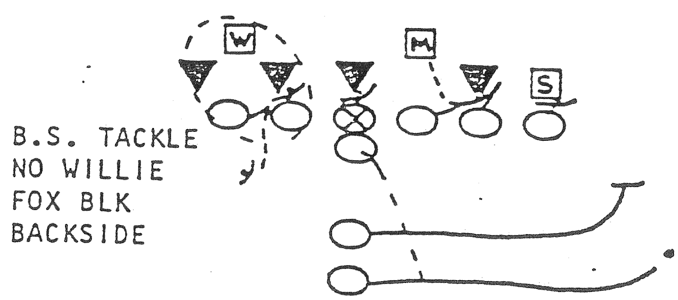


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		BLOCK 80/90 TOSS
RT GUARD		BLOCK 80/90 TOSS
LFT GUARD		BLOCK 80/90 TOSS
RT TACKLE		BLOCK 80/90 TOSS
LFT TACKLE		BLOCK 80/90 TOSS
Y		BLOCK 80/90 TOSS
HB		PASS OR RUN
FB		BLOCK 80/90 TOSS

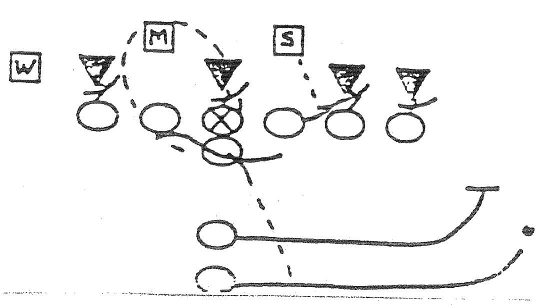
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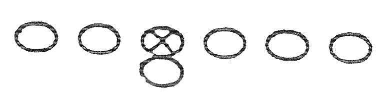


UNDER L



OVERSTACK





E. PLAY ACTION

1. CHARLIE 10

   A. WK BLITZ X-2 (BUMP QK 9)/SLOT-12 (BUMP 19)

   B. ST BLITZ Z-2 (BUMP QK 9)/SLOT - STICK

2. PASS 11

   A. WK BLITZ X-2 (BUMP QK 9)/SLOT-12 (BUMP 19)

   B. ST BLITZ Y/Z 12 (BUMP 19)/SLOT - STICK

3. 50/40 TRAP

   A. WK BLITZ X/SLOT - 12 (BUMP 19)

   B. ST BLITZ Z 2 (BUMP 19)/SLOT - STICK

4. PASS 20/30 PAINT

   A. WK BLITZ X-2 (BUMP QK 9)/SLOT-12 (BUMP 19)

   B. ST BLITZ Y/Z 12 (BUMP 19)/SLOT - STICK

5. CHARLIE 60/70 (C.P. TWINS/FLANT)

   A. WK BLITZ 2 RECEIVER SIDE -12 (BUMP 19)

   B. ST BLITZ 1 RECEIVER SIDE-2 (BUMP QK 9)

   C. WK BLITZ SLOT SIDE-12 (BUMP 19)

6. FAKE 80/90 - NO ADJUST

7. CHARLIE 50/40 WHAM

   A. WK BLITZ 1 RECEIVER SIDE-2 (BUMP QK 9)

   B. WK BLITZ SLOT SIDE-12 (BUMP 19)

   C. ST BLITZ 2 RECEIVER SIDE-12 (BUMP 19)

8. CHARLIE 40/50 LEAD

   A. WK BLITZ 1 RECEIVER SIDE-2 (BUMP QK 9)

   B. WK BLITZ SLOT SIDE-12 (BUMP 19)

   C. ST BLITZ 2 RECEIVER SIDE-TE CHECK LBKR/Z-STICK

9. CHARLIE 40/50 POWER

   A. WK BLITZ 1 RECEIVER SIDE-2 (BUMP QK 9)

   B. WK BLITZ SLOT SIDE-12 (BUMP 19)

   C. ST BLITZ 2 RECEIVER SIDE-12 (BUMP 19)

DB:

E. PLAY ACTION

1. CHARLIE 10

A. WK BLITZ X-2 (BUMP QK 9)/SLOT-12 (BUMP 19)

B. ST BLITZ Z-2 (BUMP QK 9)/SLOT - STICK

2. PASS 11

A. WK BLITZ X-2 (BUMP QK 9)/SLOT-12 (BUMP 19)

B. ST BLITZ Y/Z 12 (BUMP 19)/SLOT - STICK

3. 50/40 TRAP

A. WK BLITZ X/SLOT - STICK

B. ST BLITZ Z 2 (BUMP 19)/SLOT - STICK

4. PASS 20/30 PAINT

A. WK BLITZ X-2 (BUMP QK 9)/SLOT-12 (BUMP 19)

B. ST BLITZ Y/Z 12 (BUMP 19)/SLOT - STICK

5. CHARLIE 60/70 (C.P. TWINS/FLANT)

A. WK BLITZ 2 RECEIVER SIDE -12 (BUMP 19)

B. ST BLITZ 1 RECEIVER SIDE-2 (BUMP QK 9)

C. WK BLITZ SLOT SIDE-12 (BUMP 19)

6. FAKE 80/90 - NO ADJUST

7. ~~CHARLIE 50/40 SLANT (TB BLUNT 50(40)~~

A. WK BLITZ 1 RECEIVER SIDE-2 (BUMP QK 9)

B. WK BLITZ SLOT SIDE-12 (BUMP 19)

C. ST BLITZ 2 RECEIVER SIDE-TE CHECK LBKR/Z-STICK

8. CHARLIE 40/50 LEAD

A. WK BLITZ 1 RECEIVER SIDE-2 (BUMP QK 9)

B. WK BLITZ SLOT SIDE-12 (BUMP 19)

C. ST BLITZ 2 RECEIVER SIDE-TE CHECK LBKR/Z-STICK

9. CHARLIE 40/50 POWER

A. WK BLITZ 1 RECEIVER SIDE-2 (BUMP QK 9)

B. WK BLITZ SLOT SIDE-12 (BUMP 19)

C. ST BLITZ 2 RECEIVER SIDE-Y/Z STICK

<u>RUNS</u>

"O"/1 TRAP

40/50 TRAP

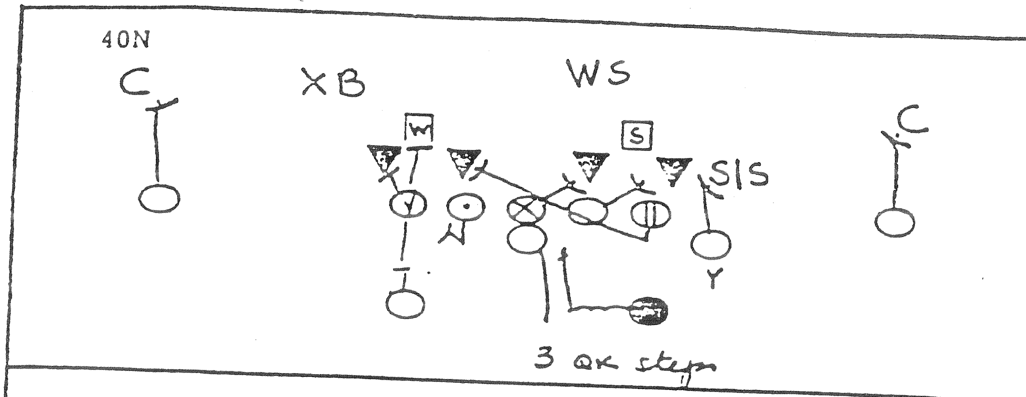
40/50 DRAW

80/90 GEE OH

80/90 SWEEP

80/90 DRAW

20/30 PAINT



NICKEL RUNS

PLAY: DRAW 0/1 TACKLE TR.

SINE QUA NON:
ANTICIPATE LINE STUNTS

Y- # MAN OVER

ON T- PASS SET # MAN OVER.

ON G- EVEN: SET QUICK TURN OUT # MDM.
CENTER COVERED: # MAN OVER

CENTER- # BACK ON DEFENDER OVER OFF G.

OFF G- # BACK ON DEFENDER OVER OFF T

OFF T- PULL - TRAP NT OR FIRST MAN PAST CENTER ON L.O.S.

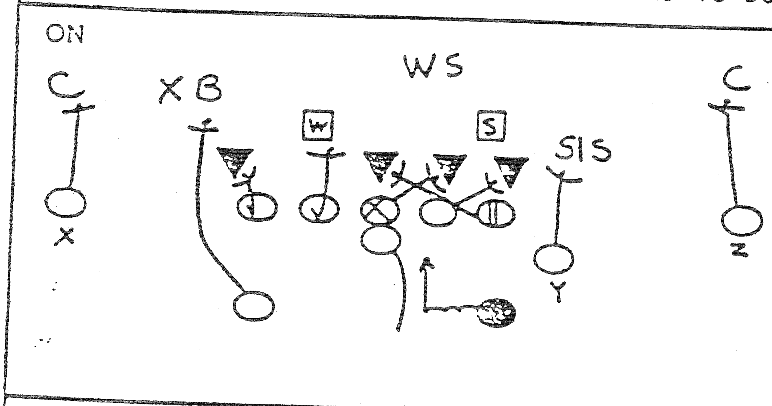
X- STALK

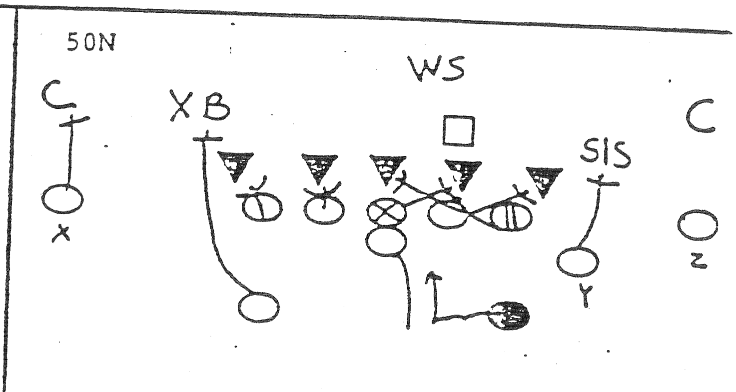
Z- STALK

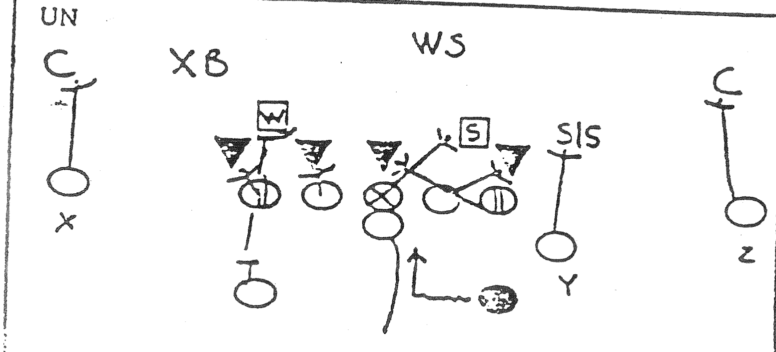
HB- BLOCK W LBER/BALL CARRIER

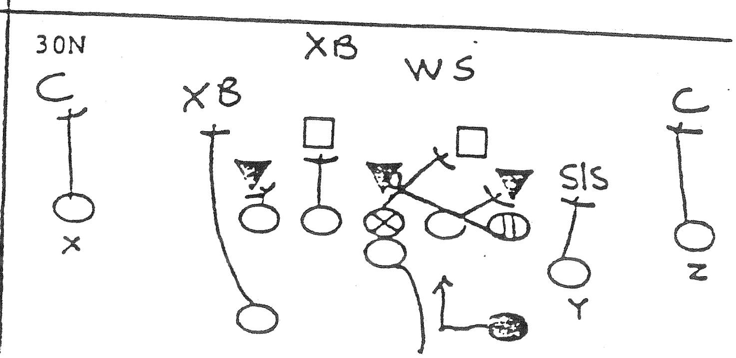
FB- BALL CARRIER/BLOCK S LBER

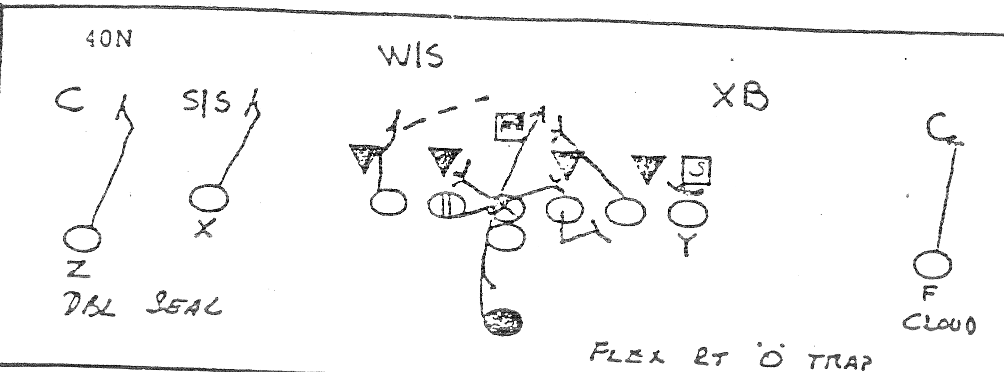
QB- SHOW PASS DROP - HAND TO BC











NICKEL RUNS

PLAY: 0/1 TRAP

SINE QUA NON:
ANTICIPATE LINE STUNTS

Y- ONE BACK SETS: # MAN OVER. TWO BACK SETS: RELEASE - JUNCTION #.

ON T- # MAN OVER ON G COVERED: # FIRST LB INSIDE

ON G- CENTER COVERED: # DOWN (OFF G UNCOVERED), DBL.TM W/CENTER. EVEN: PASS SET - TURN OUT - # MDM

CENTER- OFF G COVERED: # BACK. COVERED: (BOTH G'S UNCOVERED) # MAN OVER W/ON G
POSS: "COW" SITUATION

OFF G- PULL-TRAP # FIRST MAN PAST CENTER ON L.O.S.

OFF T- SIFT #. SEAL OFF BACKSIDE PURSUIT.

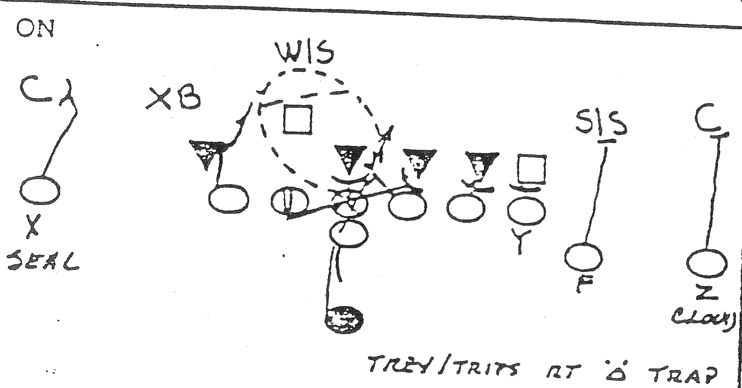
X- SEAL. SLOT - SEAL.

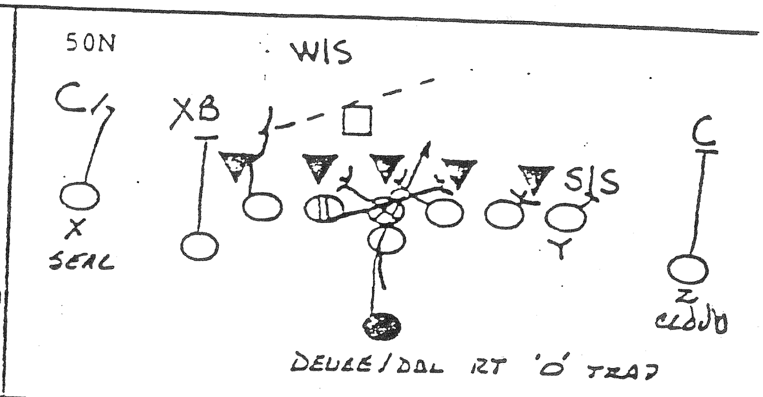
Z- CLOUD SLOT - SEAL.

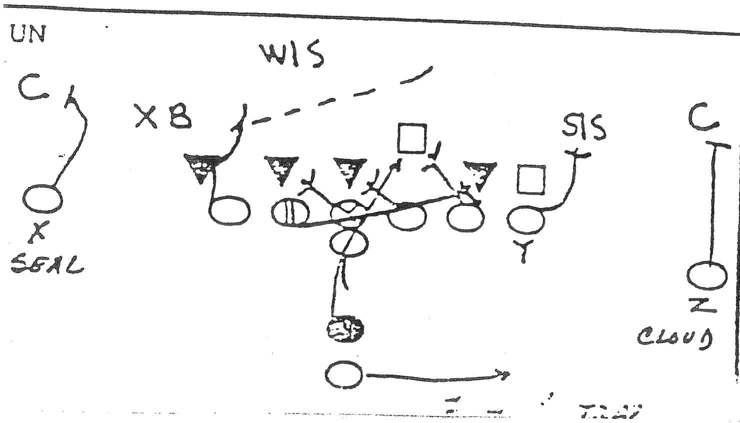
HB- BALL CARRIER - ALERT FOR LINE STUNTS.

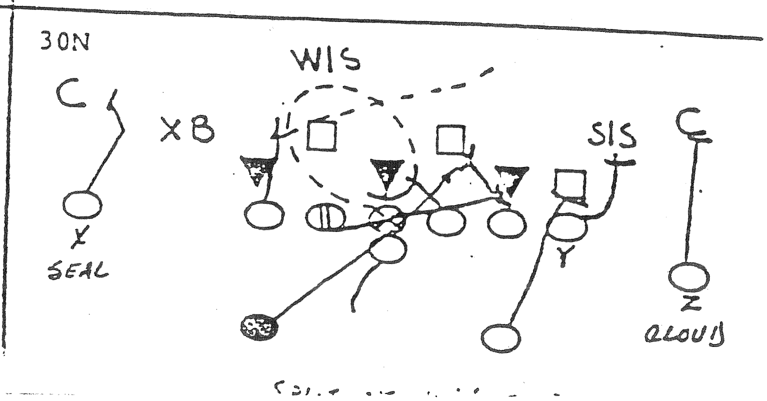
FB- OTHER BACK - BLOCK MAN OVER (SPLIT # SAM).

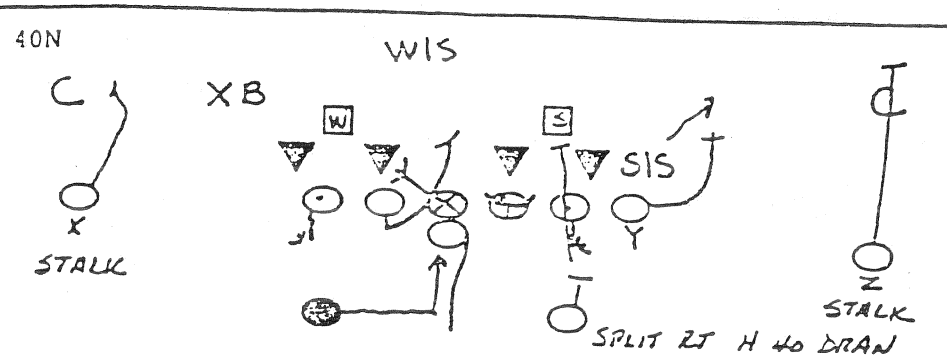
QB- TRAP FOOTWORK (WILL VARY W/FORMATION)











NICKEL RUNS

PLAY: 40/50 DRAW

SINE QUA NON:
RECOGNIZE FRONTS - ALERT STUNTS AND BLITZES

Y- RELEASE - JUNCTION #.

ON T- PASS SET - # MAN OVER.

ON G- PASS SET - # MAN OVER. V. BUBBLE: ALERT LBER/E GAMES.

CENTER- EVEN: FOLD #. UNDER: COB #. 30; OVER; 50N: # MAN OVER.

OFF G- EVEN: FOLD #. ALL OTHER FRONTS: # MAN OVER. V. BUBBLE: ALERT LBER/E GAMES.

OFF T- PASS SET # MAN OVER. V. UNDER: PASS SET SIFT # DE/WLB ALIGNMENT.

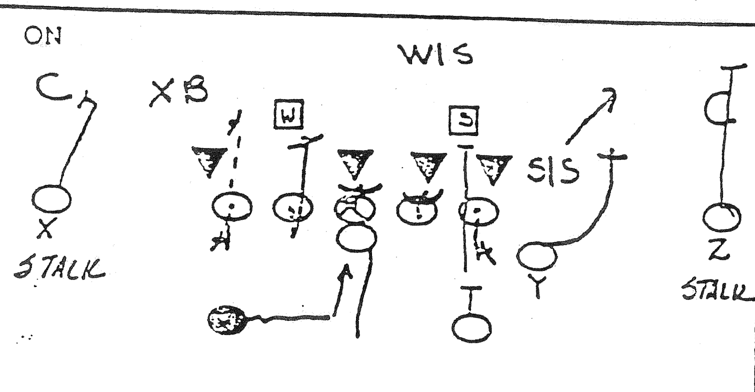
X- SEAL. SLOT - SEAL.

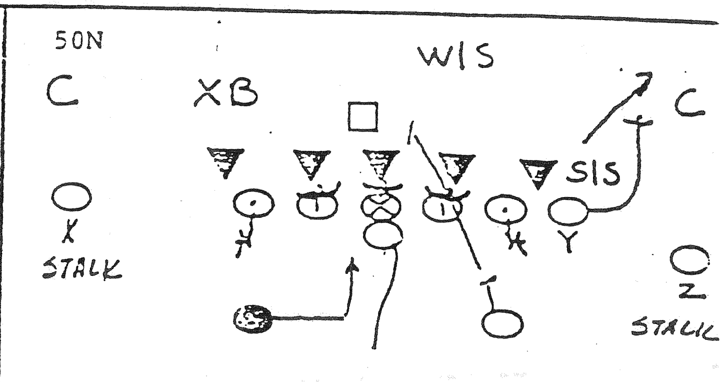
Z- DEEP 1/3. SLOT - SEAL.

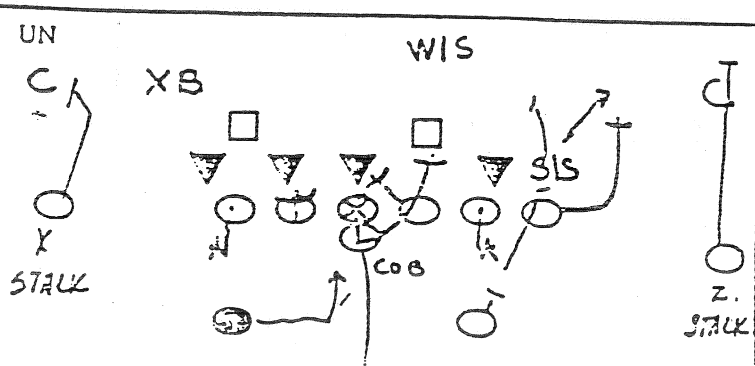
HB- BALL CARRIER.

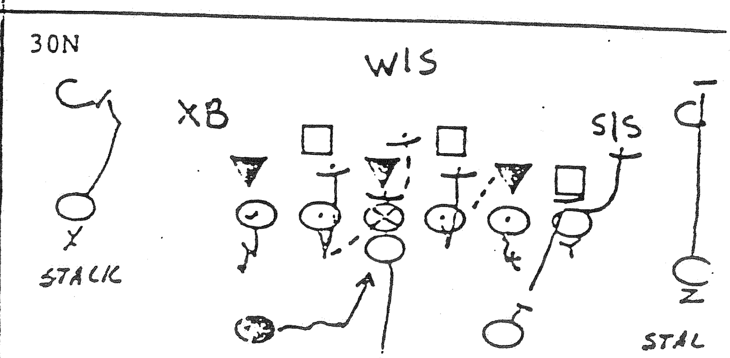
FB- BLOCK SAM - ALERT LINE STUNTS.

QB- SHOW PASS DROP HAND TO H.

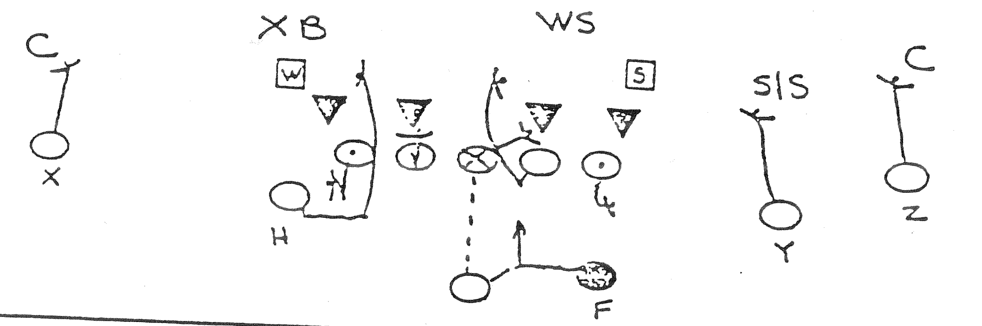








40N



NICKEL RUNS

PLAY: SHOT GUN
20/30 PAINT

SINE QUA NON:
ALERT STUNTS AND BLITZES

Y- # MAN OVER

ON T- PASS SET - # MAN OVER

ON G- PASS SET - # MAN OVER. V. BUBBLE ALERT LBER GAMES
V. UNDER AND/OR OVER: PASS: COB #

CENTER- EVEN: FOLD #. V. UNDER AND/OR OVER: POSS: "COB"

OFF G- EVEN: FOLD #. V. BUBBLE ALERT LBER GAMES. V. UNDER AND/OR OVER: POSSIBLE "COB #

OFF T- PASS SET - # MAN OVER

X- STALK

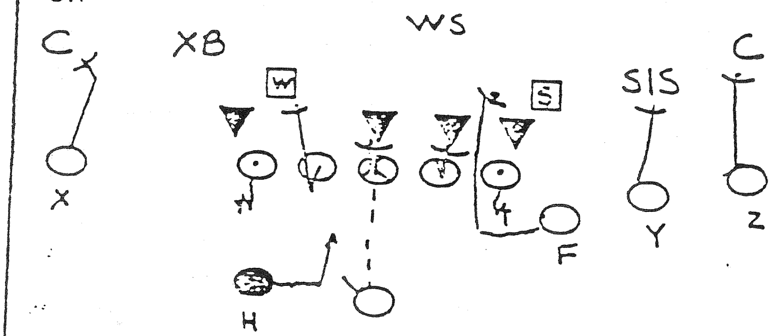
Z- STALK

HB- BALL CARRIER / BLOCK W LBER

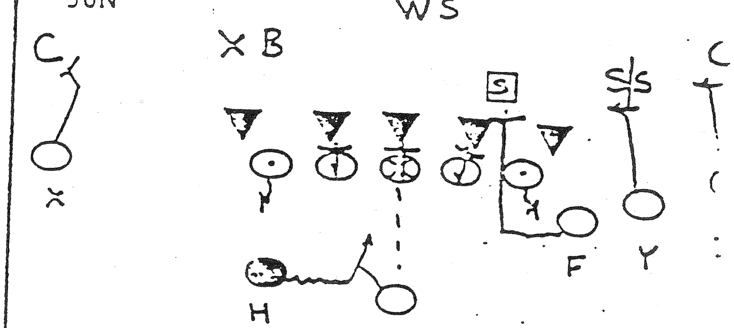
FB- BLOCK SAM / BALL CARRIER

QB- HAND TO BALL CARRIER

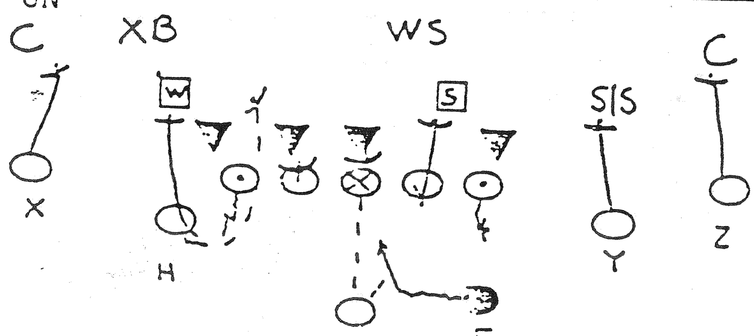
ON



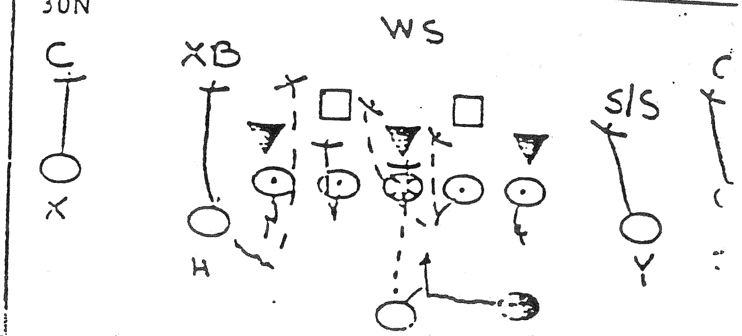
50N



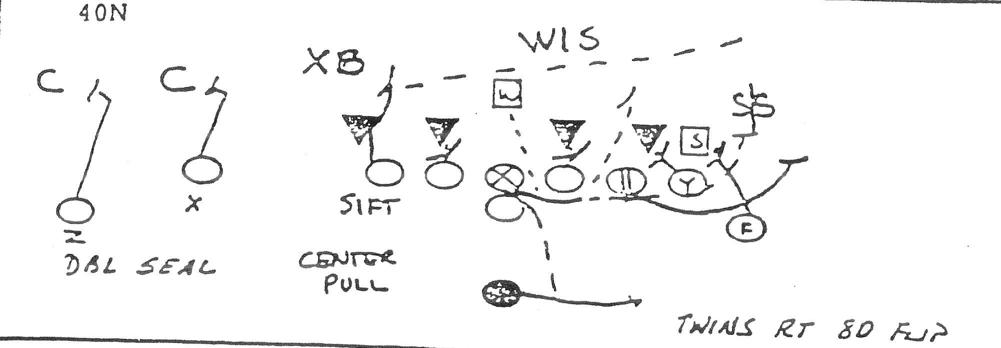
UN



30N



40N



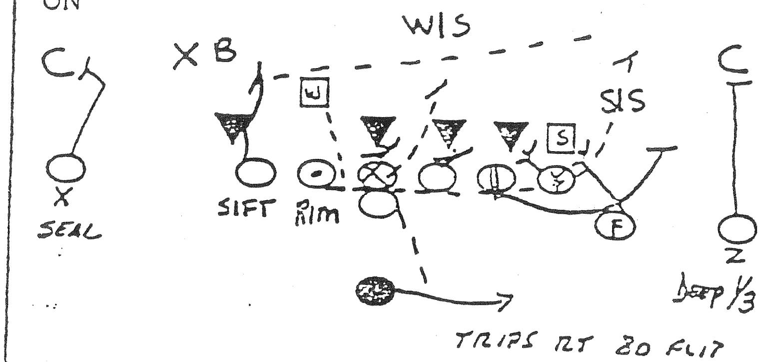
NICKEL RUNS

PLAY: 80/90 FLIP

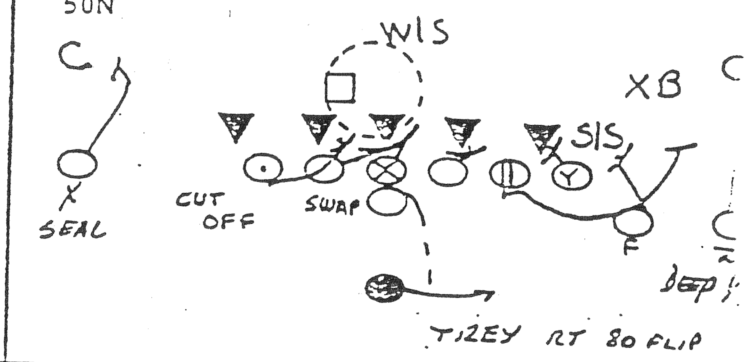
SINE QUA NON:
ON T ALERT FOR QUICK FORCE

Y-	# DOWN.
ON T-	PULL # FIRST FORCE (ALERT QUICK FORCE).
ON G-	EVEN: # MAN OVER (CENTER PULL) POSS: SLIP # W/CENTER. V. BUBBLE OVER YOU: GAR #. V. OVER: # MAN OVER.
CENTER-	EVEN: PULL (EYEBALL MLBER) LEAD. POSS: SLIP W/ON G. COVERED: # MAN OVER.
OFF G-	COVERED: # MAN OVER. UNCOVERED: RIM #.
OFF T-	SIFT #. V 50N: CUT OFF DT.
X-	SEAL. SLOT - SEAL.
Z-	DEEP 1/3. SLOT - SEAL.
HB-	BALL CARRIER.
FB-	FB - BLOCK DOWN MAN OVER Y.
QB-	FRONT OUT TOSS TO HB.

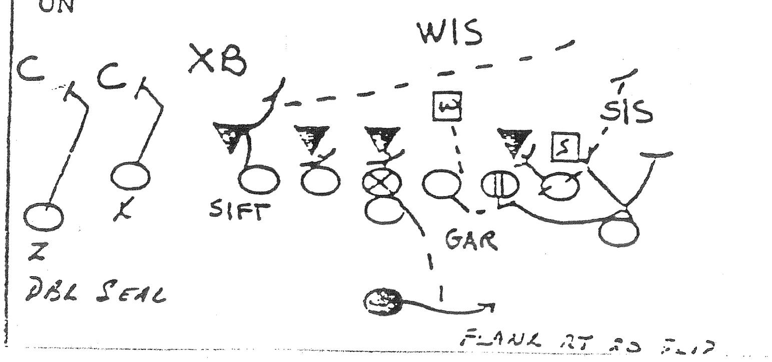
ON



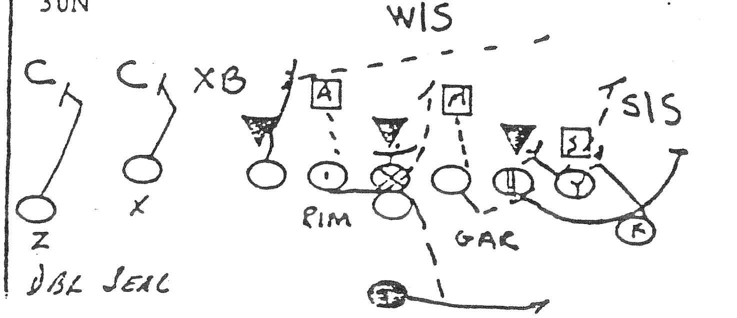
50N

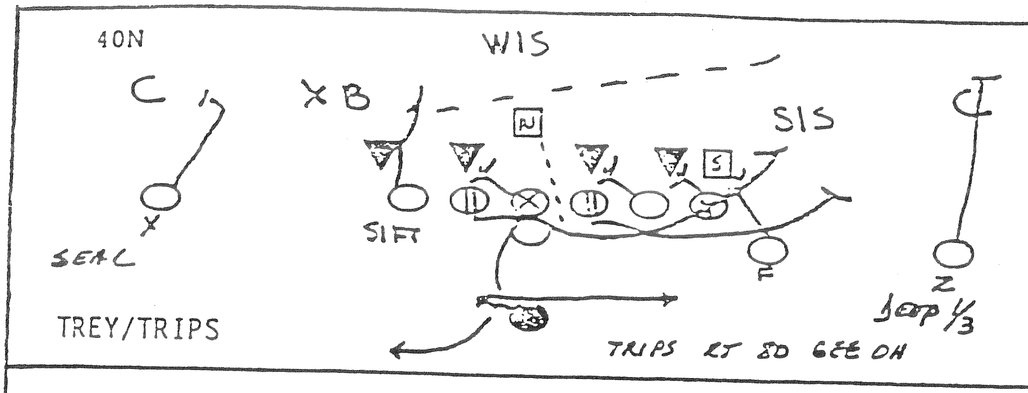


UN



30N



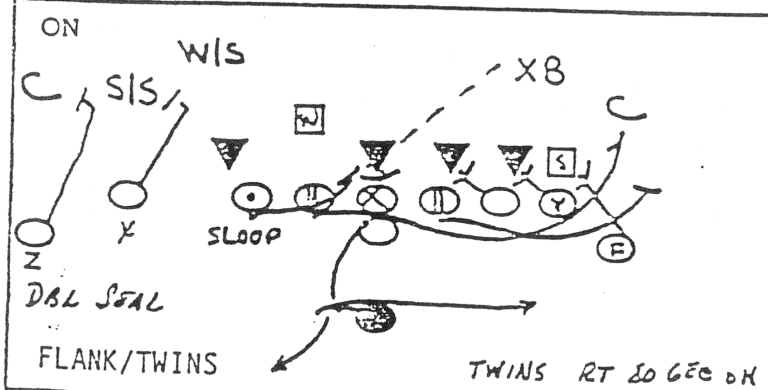


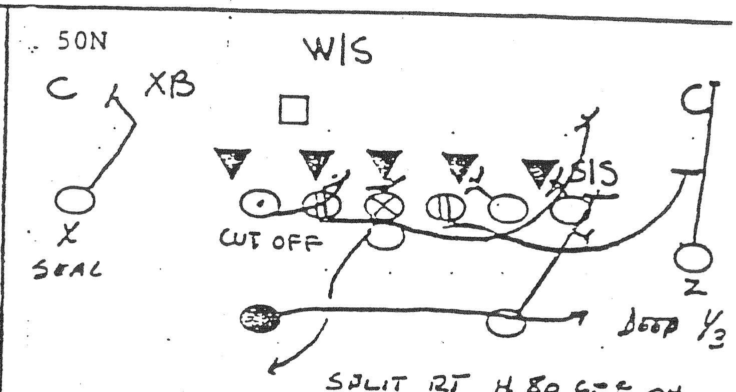
NICKEL RUNS

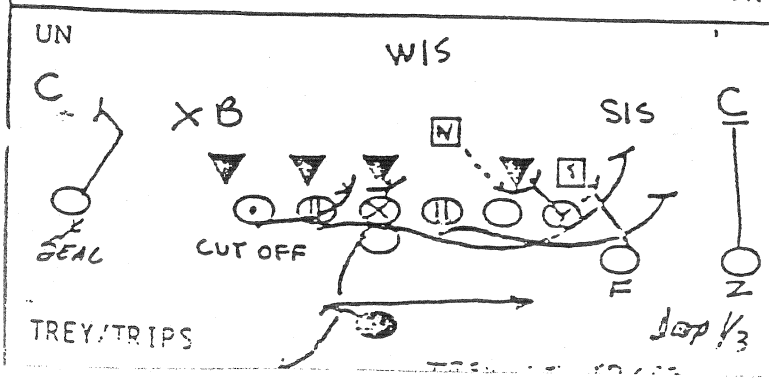
PLAY: 80/90 GEE-OH

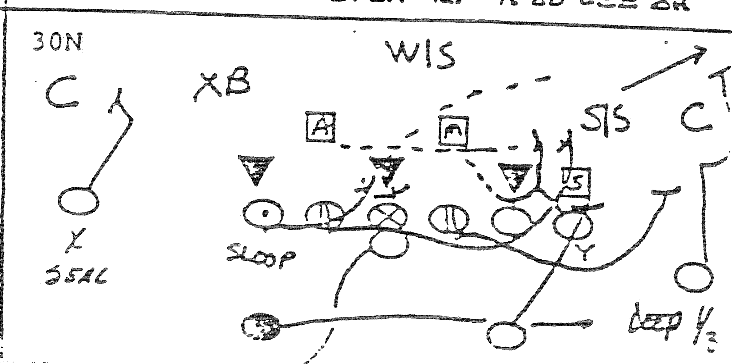
SINE QUA NON: ON GUARD PULL FLAT IN ONE BACK SETS

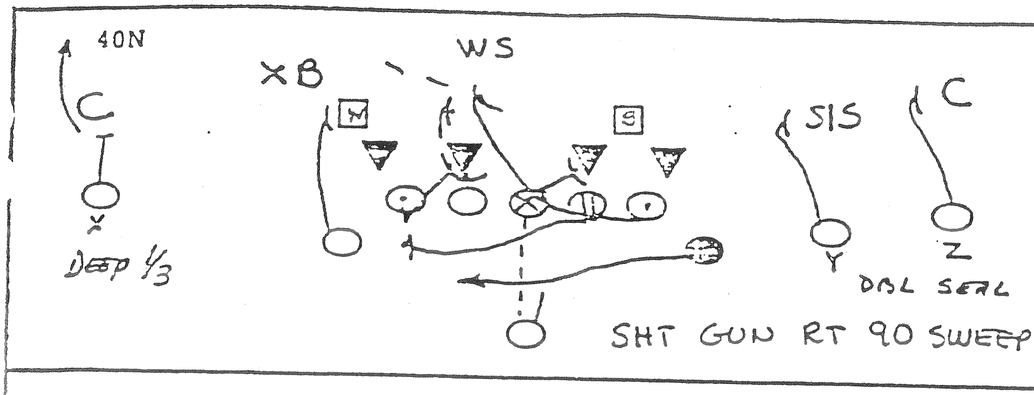
Y-	# DOWN. V.ODD BUBBLE: DBL TEAM AND RUB FOR BACKSIDE LBER OR XB.
ON T-	ON G COVERED: # DOWN. V ODD BUBBLE: DBL TEAM W/Y.
ON G-	PULL - # FIRST FORCE.
CENTER-	UNCOVERED: # BACK. COVERED: # MAN OVER.
OFF G-	PULL, LEAD. LOOK FOR MLBER UNDERNEATH.
OFF T-	SIFT # V. 40N. SLOOP # V. ON; 30N. CUT OFF DT V. UN AND 50N.
X-	SEAL. SLOT - SEAL
Z-	DEEP 1/3. SLOT - SEAL
HB-	BALL CARRIER IN TUNE WITH ON GUARD.
FB-	BLOCK MAN OVER Y - NT. BLOCK NEXT INSIDE OFF LINE.
QB-	OPEN TO H HAND OFF CHECK FOR NAKED











NICKEL RUNS

PLAY: 90/80 SWEEP

SINE QUA NON:
PULLING GUARD START
DEEP PULL

Y- SEAL MAN OVER YOU. TO: # MAN OVER

ON T- QK. PASS SET — BLK DOWN. V. EVEN: DEUCE BLK W/ON G. V. BUBBLE: # LBER IF HE CROSSES YOUR FACE.

ON G- CENTER COVERED: BLK DOWN.
(IF OFF G IS UNCOVERED) DBL TM W/CENTER. V. EVEN: DEUCE # W/ON T.

CENTER- OFF G COVERED: BLK BACK. OFF G UNCOVERED: DBL TM W/ON G
ALERT: "COW" SITUATIONS

OFF G- PULL - RUN O COURSE, TRAP OR LOG DE.

OFF T- PULL — LEAD, ALERT "COW" CALL. SLOOP # V. BUBBLE

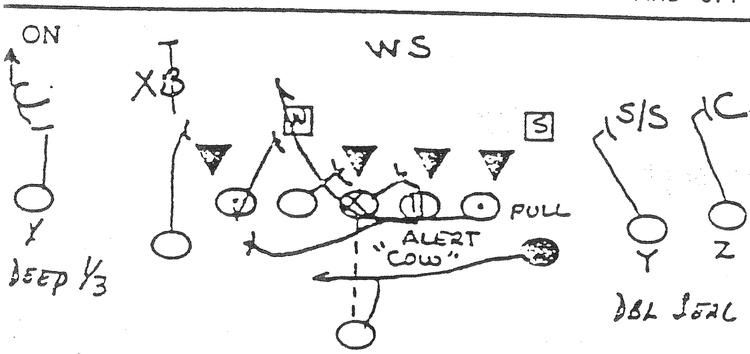
X- TO: DEEP 1/3 AWAY: SEAL

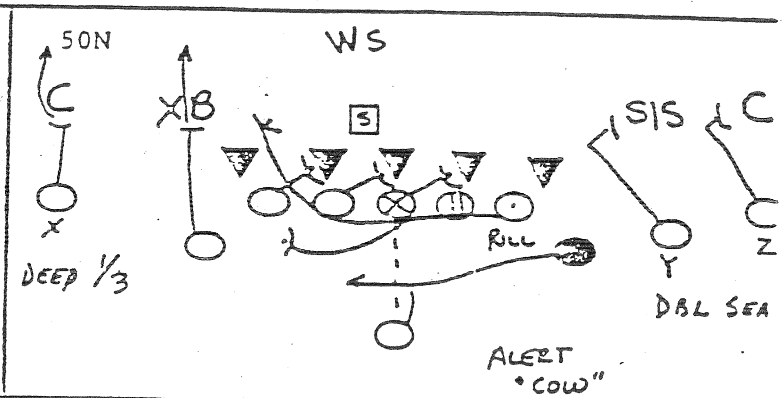
Z- AWAY: SEAL TO: DEEP 1/3

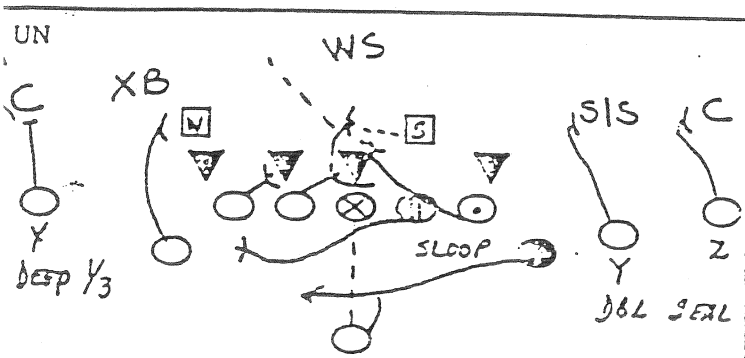
HB- WILLIE

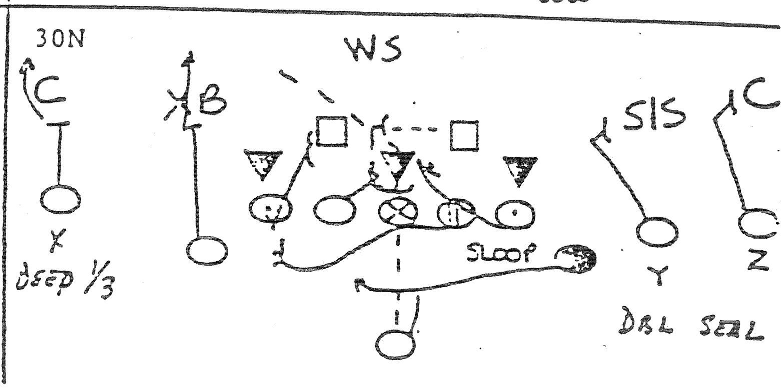
FB- BALL CARRIER

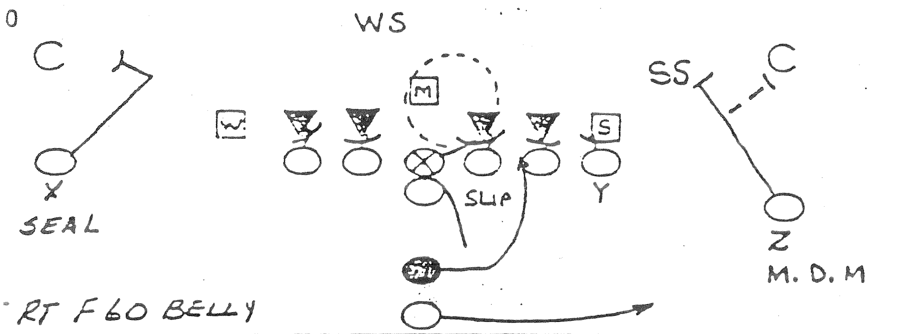
QB- ONE STEP FORWARD - HAND OFF TO BALL CARRIER











PLAY: 60/70 BELLY

SINE QUA NON:
STAY ON YOUR BLOCKS.

- # MAN OVER. PROTECT PLAYSIDE.

N T-# MAN OVER. V ODD BUBBLE: ON G WILL DBL W/YOU IF DE PINCHES.

N G-# MAN OVER. V. BUBBLE OVER YOU: WORK W/ON T ON DE PINCH

ENTER-EVEN: "SLIP WALL" # W/ON G. ODD (OFF G UNCOVERED): "SWAP WALL" # W/OFF G.

F G - EVEN: # MAN OVER. BUBBLE OVER YOU: "SWAP WALL" # W/CENTER.

F T - # MAN OVER. BIG BLOCK! V. 30 OR OVERSTACK.

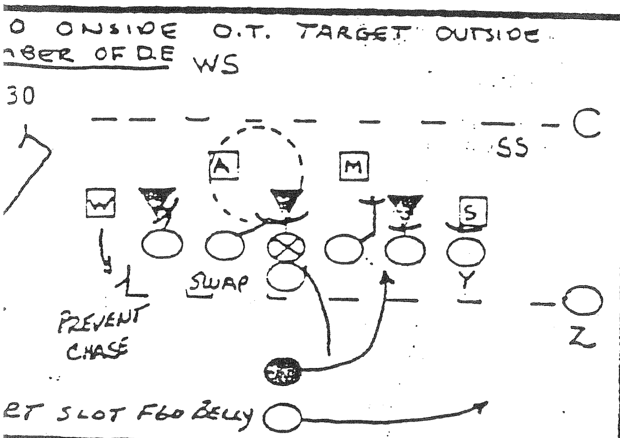
X - SEAL SLOT SEAL

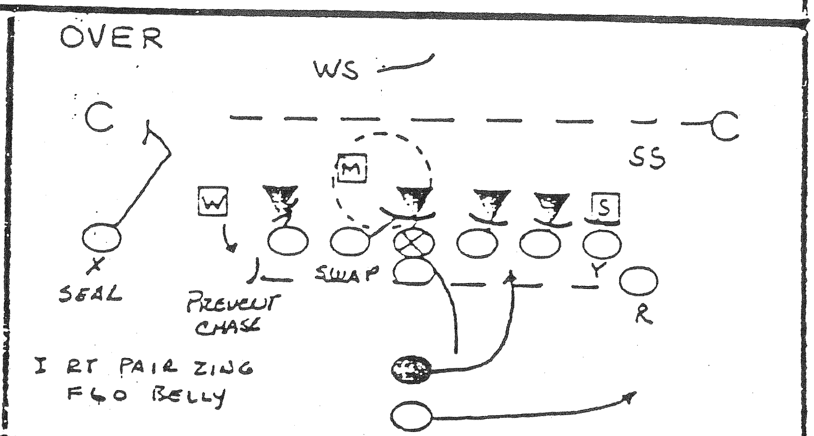
Z _ MDM SLOT - SEAL

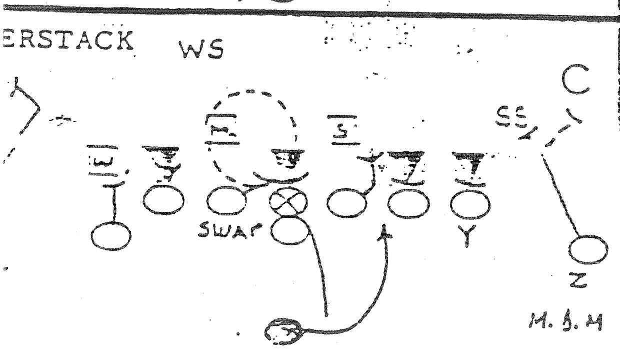
TB - FAKE TOSS TO

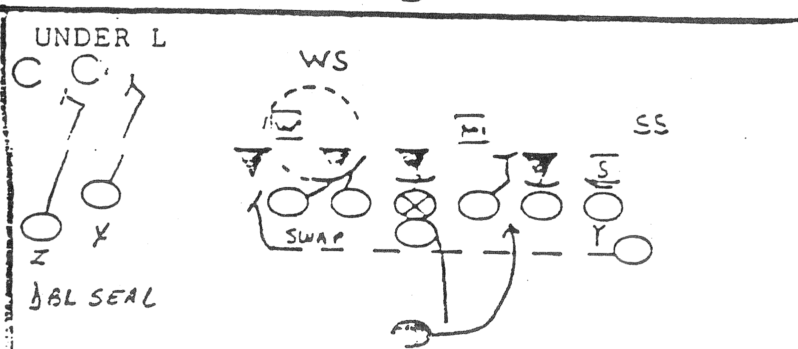
FB - BALL CARRIER

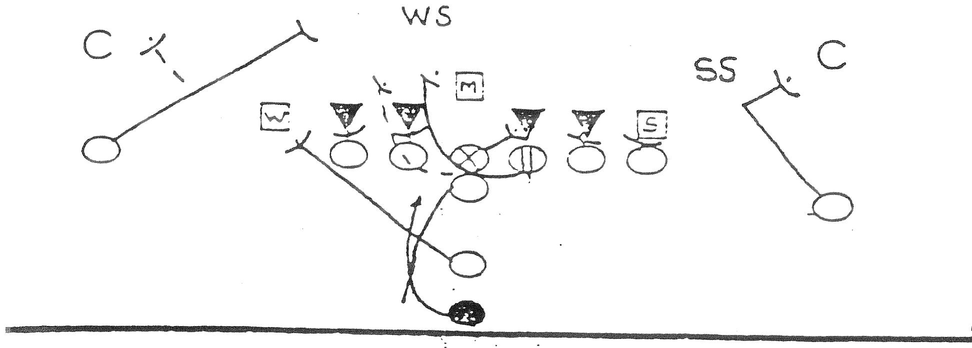
QB - FRONT OUT HAND TO BC











PLAY: 70/60 SLANT OH

SINE QUA NON: SHOULD HIT QUICK TO WK SIDE

- TO YOU RELEASE. AWAY: # MAN OVER. POSS: COMBO

T - # MAN OVER. (ALERT - UNDER LOOK)

G - # MAN OVER. BUBBLE OVER YOU: # DOWN (BUDDY BLK 34 - OS_

NTER - EVEN: # BACK. BUBBLE OVER BOT G'S: BUDDY # W/ON G
OVER: # BACK

F G - EVEN: PULL FOR MLKR. VS 34 O, OS: PUL LEAD ON LBKR OVER ON G.
UNDER: RIM #

F T - # MAN OVER. POSS: COMBO

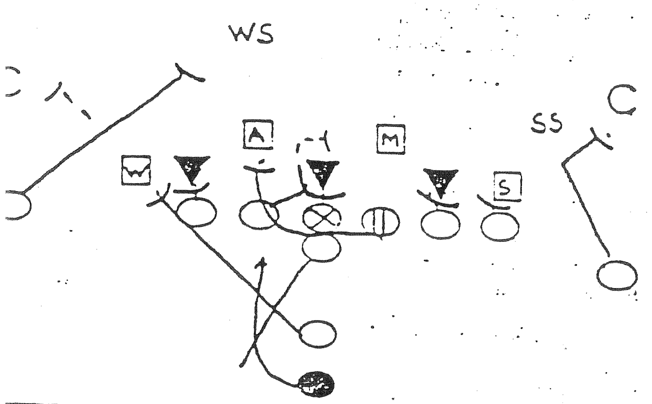
- MDM SLOT - STALK

- SEAL SLOT - STALK

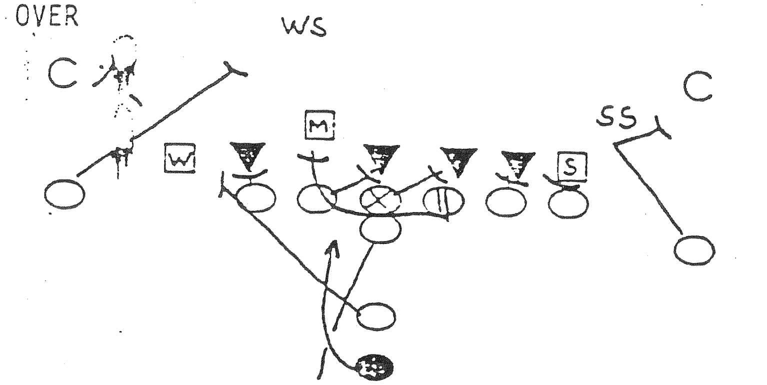
- BLOCK WILLIE

- BALL CARRIER

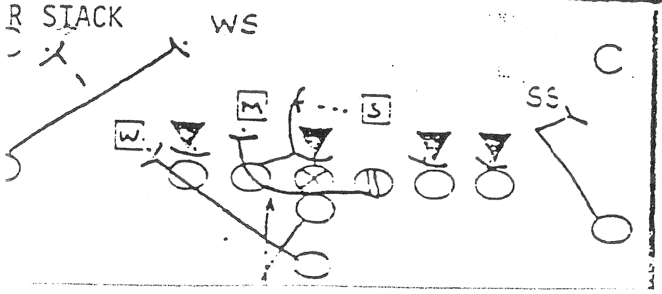
- FRONT OUT HAND TO TB



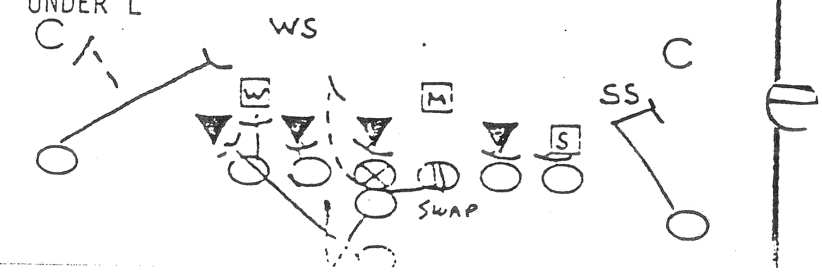
OVER

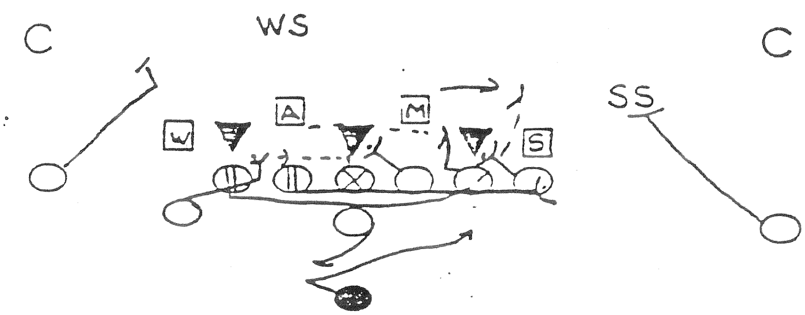


R STACK



UNDER L





PLAY: 60/70 POWER TRAP

SINE QUA NON: ONSIDE OT TECH. CRITICAL FOR PLAY. ALERT FOR MIKE LBKR RUN THRU.

- VS 30, OS, UNDER: # DOWN ON DE (PINCH - RUB FOR SB LBKR)
 VS 43 - DBL TM W/ONSIDE OT

N T - VS 30, OS UNDER: STEP TO INSIDE GAP (# DE IF HE CROSSES FACE) LOOK FOR BACKSIDE LBKR. VS 43: DBL TM W/Y.

V G - VS 30, OS, UNDER: # DOWN ON NT
 VS 43: # BACK

ENTER - VS 30, OS UNDER: STIFF NT BLK BACKSIDE AREA
 VS 43: # BACK

F G - PULL BK END MAN ON L.O.S.

F T - PULL LEAD (RESPONSIBLE FOR MIKE LBKR)

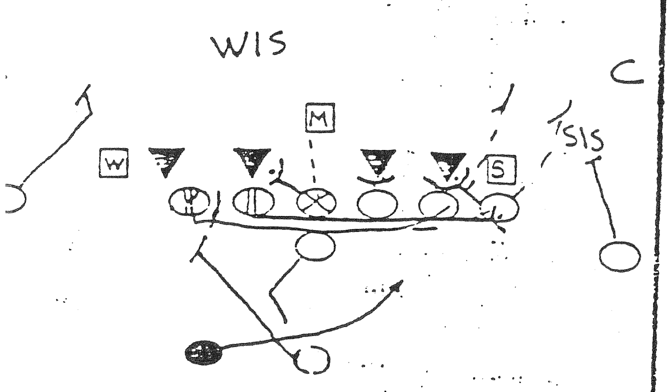
- SEAL

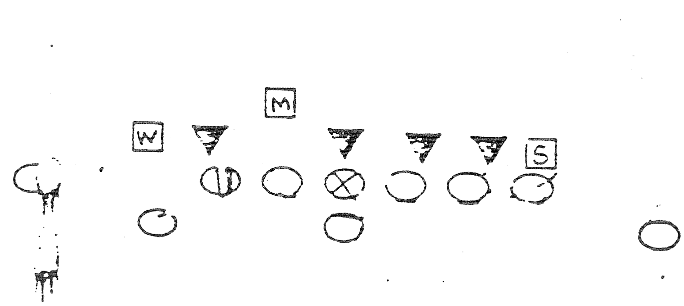
- MDM

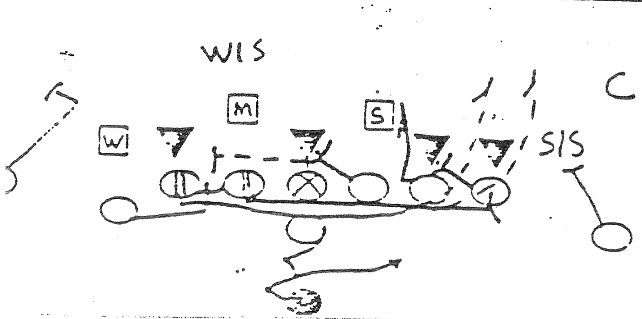
- PULL FLAT - CUT BS DE

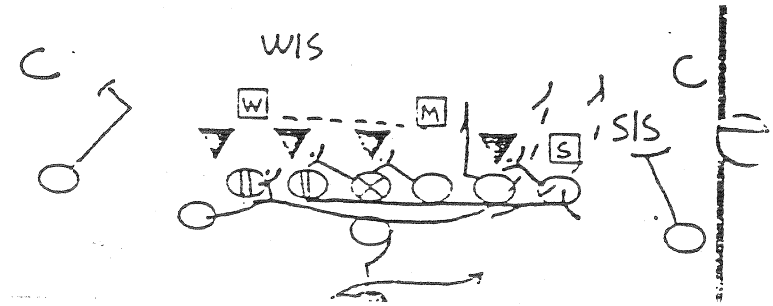
- BALL CARRIER

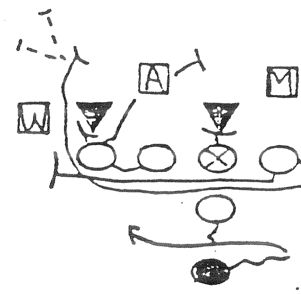
- STEP AWAY - HAND BACK







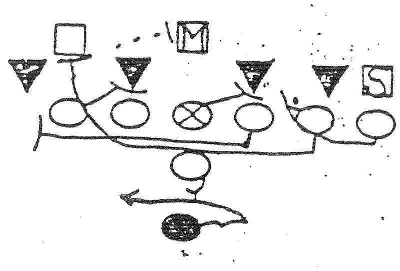




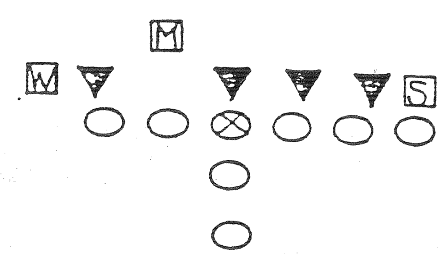
PLAY: 70/60 TRAP

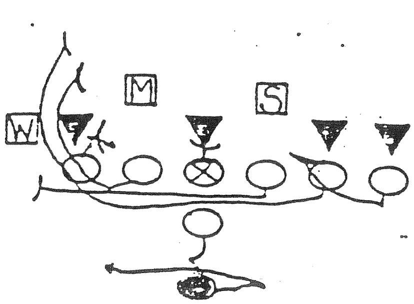
SINE QUA NON: ONSIDE OT E OG <u>TECH</u>.

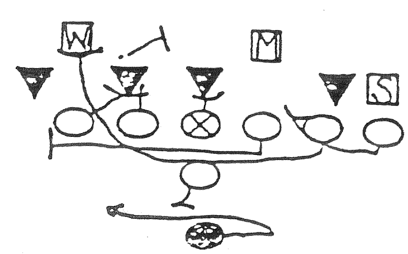
Y	PULL F LAT - CUT BS DE
ONT	VS 30, OS BUBBLE "REVERSE SLIP" STEP TO INSIDE GAP (# DE IF HE CROSSES FACE) LOOK FOR BS INSIDE LBKER VS 43 DEUCE AREA.
ON G	VS 30, OS BUBBLE - "REVERSE SLIP" (# INSIDE BACKER IF DE INSIDE OT OR WIDE UPFIELD CHARGE). VS 43, COVERED DEUCE AREA.
CENTER	VS 30, COVERED # NT - VS 43 # BACK.
OFF G	PULL # END MAN ON L.O.S. ALERT FOR DEF END UPFIELD.
OFF T	PULL LEAD - (RESPONSIBLE FOR OS INSIDE LBKER).
X	MDM
Z	MDM
FB	BALL CARRIER
QB	STEP AWAY HAND BACK



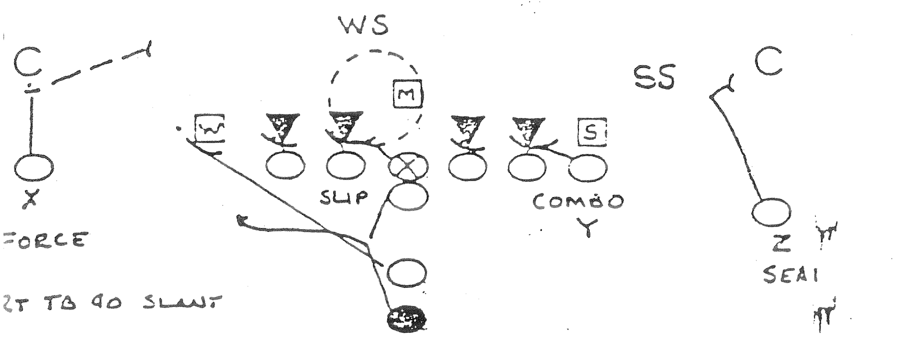
DEUCE







DEUCE



PLAY: 90/80 SLANT

SINE QUA NON:
UNCOVERED OG'S & CENTER MAKE GOOD DECISIONS ON LBER BLOCKS.

- # MAN OVER. POSS: COMBO #.

T - # MAN OVER. V BUBBLE OVER ON G: SLIP OR GAR*.

G - # MAN OVER. SLIP # W/CENTER. V. EVEN. SLIP # OR GAR # V. BUBBLE OVER YOU.

NTER - SLIP # W/ON G V. EVEN (POSS: PULL). OFF G UNCOVERED: SWAP # OR RIM #. V OVER: # MAN OVER.

F G - # MAN OVER. UNCOVERED: SWAP # OR RIM #. V. 4LS: SWAP # W/OFF T.

F T - # MAN OVER. POSS: COMBO #. V. 4LS: SWAP #

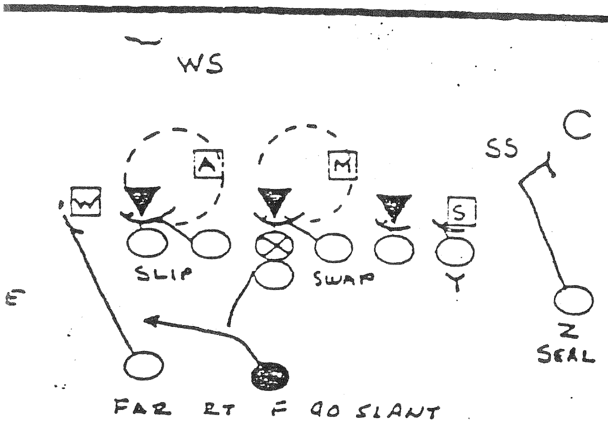
X - FORCE — SLOT - STALK

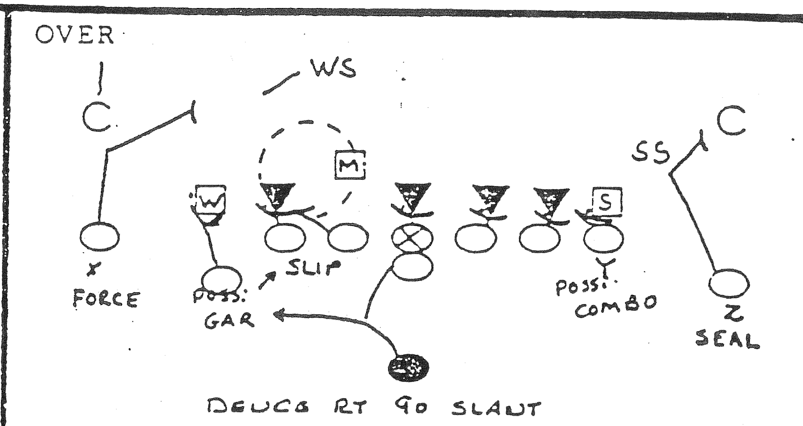
Z - SEAL — SLOT - STALK

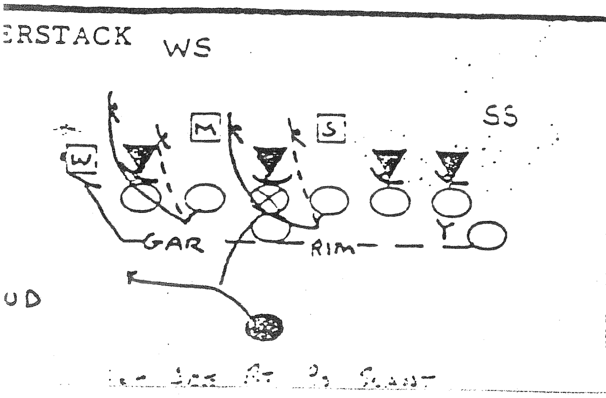
TB - BALL CARRIER

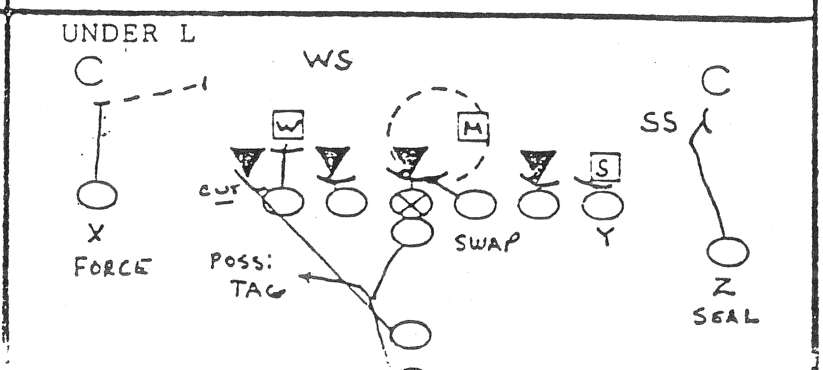
FB - REACH BLOCK W BKR. POSSIBLE DEUCE MAN

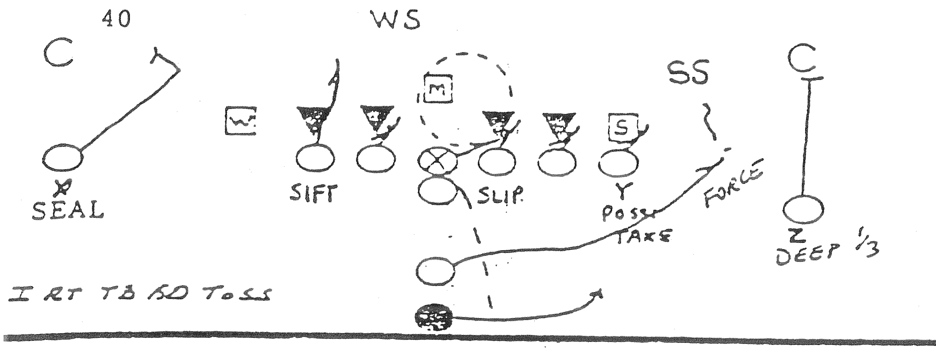
QB - FRONT OUT HAND BALL DEEP TO BC











PLAY: 80/90 TOSS ST

SINE QUA NON:
KEEP YOUR HATS ON THE DEFENDERS

- # MAN OVER. POSS: TAKE #.

N T - # MAN OVER . POSS: TAKE #. V. BUBBLE OVER ON G: GAR # OR SLIP #. 4LS; TAR #

N G - # MAN OVER, SLIP # W/CENTER V EVEN. BUBBLE OVER YOU: GAR # OR SLIP #.

ENTER - SLIP # W/ON G V. EVEN (POSS: PULL). OFF G UNCOVERED: RIM # OR SWAP #. V. UNDER: # MAN OVER.

FF G - # MAN OVER. UNDER L AND 4LS: SWAP # W/OFF T. UNCOVERED: RIM # OR SWAP #

FF T - SIFT # V. UNDER OR 4LS: SWAP # W/OFF G.

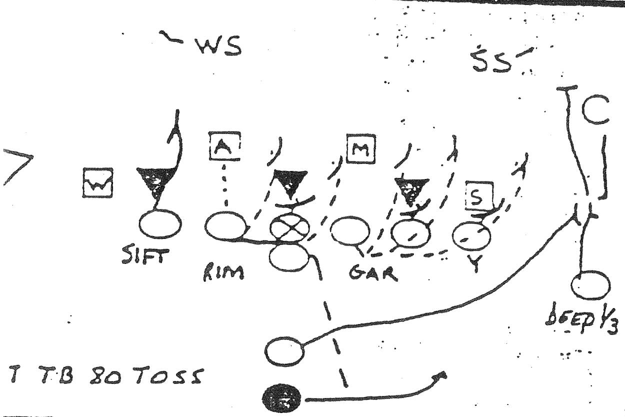
X - SEAL SLOT - SEAL

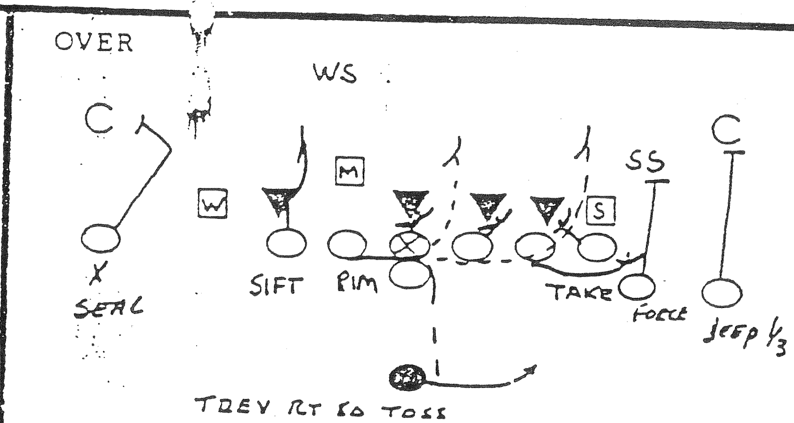
Z - DEEP 1/3 SLOT - SEAL

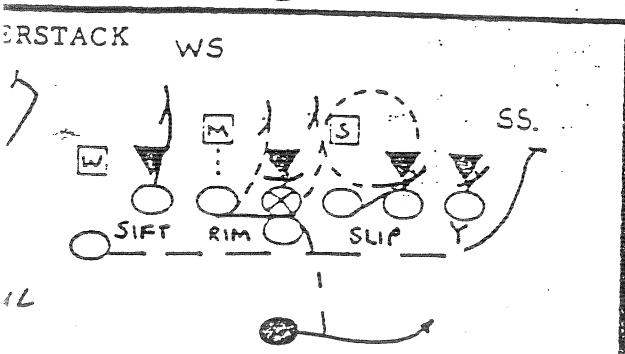
TB - BALL CARRIER

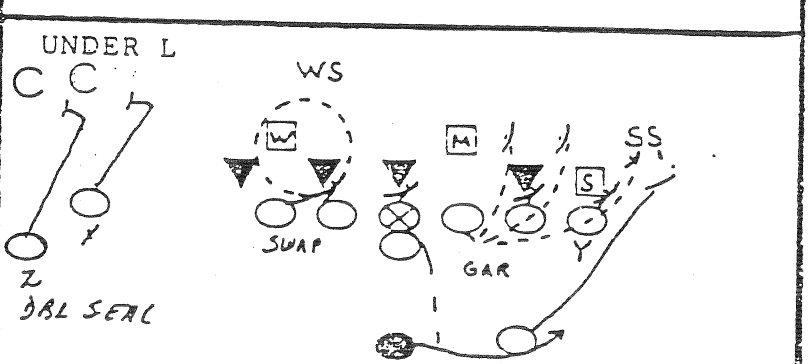
FB - BLOCK FORCE. POSSIBLE TREY MAN

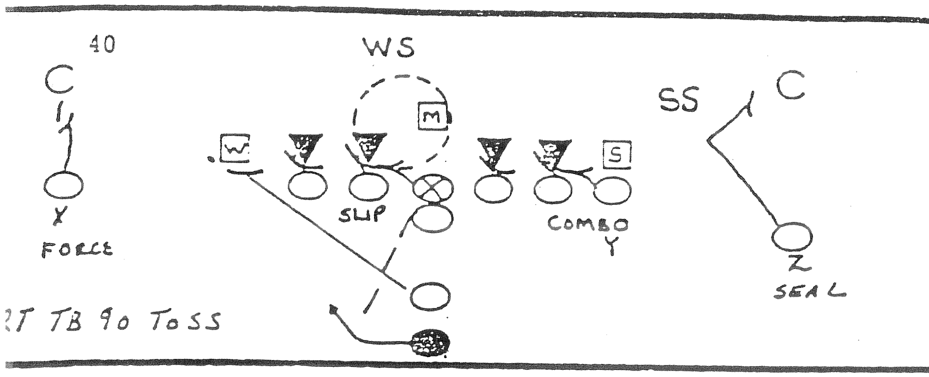
QB FRONT OUT TOSS BALL TO B.C.







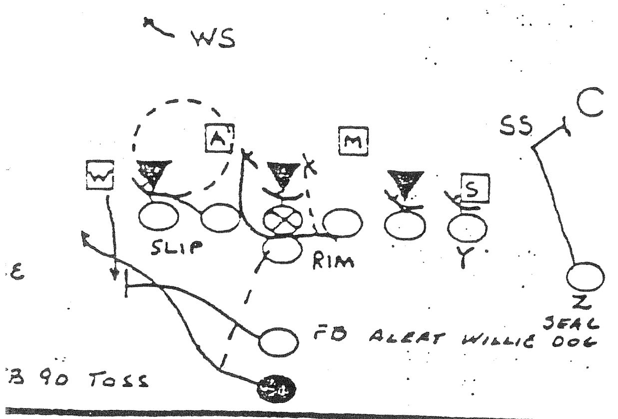




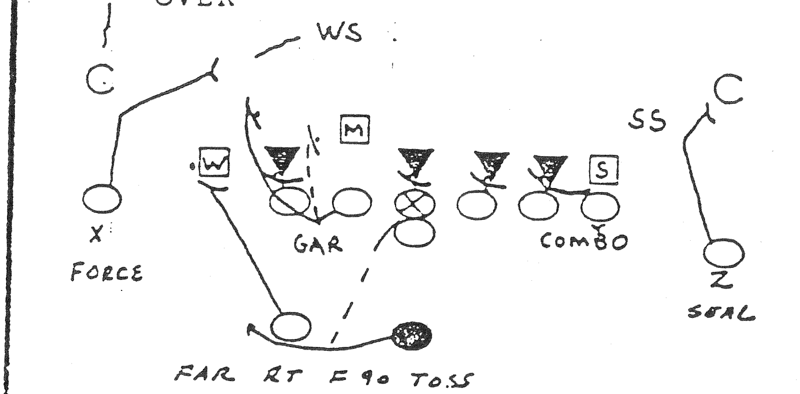
PLAY: 90/80 TOSS WK

SINE QUA NON:
KEEP YOUR HATS ON THE DEFENDERS

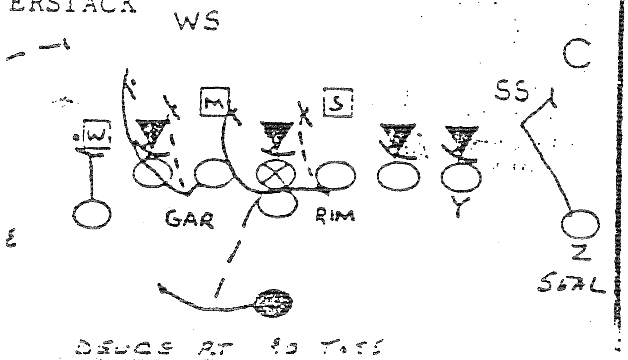
- # MAN OVER. POSS: COMBO #.	
N T - # MAN OVER. V. BUBBLE OVER ON G: GAR #.OR SLIP #.	
N G - # MAN OVER. SLIP # W/CENTER V. EVEN. GAR # OR SLIP # V. BUBBLE OVER YOU.	
ENTER - SLIP # W/ON G V. EVEN (POSS: PULL). OFF G UNCOVERED: RIM # OR SWAP #. V. OVER: # MAN OVER.	
FF G - # MAN OVER. UNCOVERED: RIM # OR SWAP #.	
FF T - # MAN OVER. POSS: COMBO #.	
X - FORCE	SLOT _ STALK
Z -SEAL	SLOT - STALK
TB - BALL CARRIER	HB FAR: BLK W
FB - REACH BLOCK W BKR	FAR: BALL CARRIER - POSSIBLE DEUCE MAN
QB - FRONT OUT TOSS BALL TO BALL CARRIER	



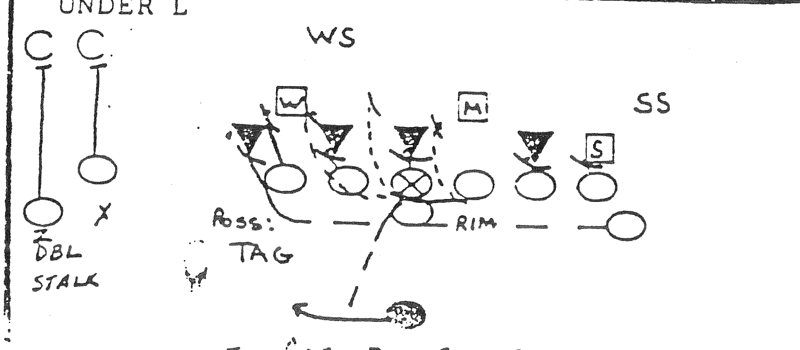
OVER

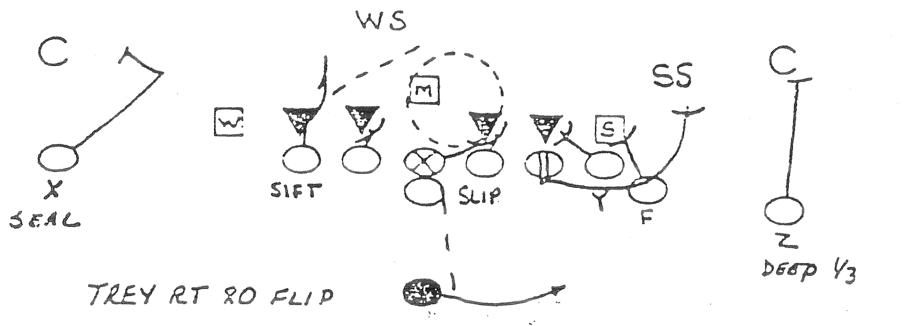


ERSTACK



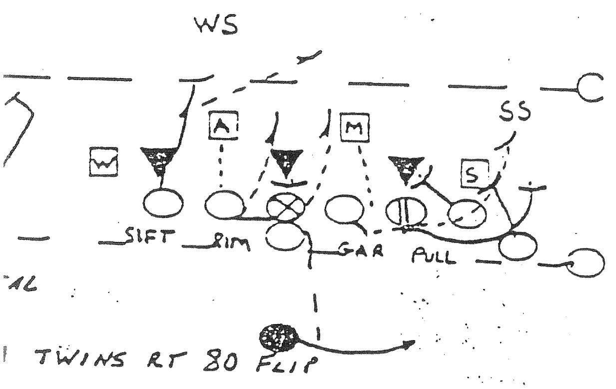
UNDER L



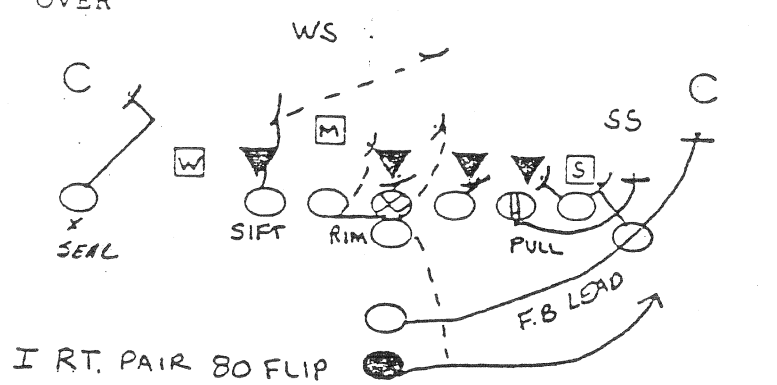


PLAY: 80/90 FLIP
SINE QUA NON:
ON T ALERT FOR QUICK FORCE

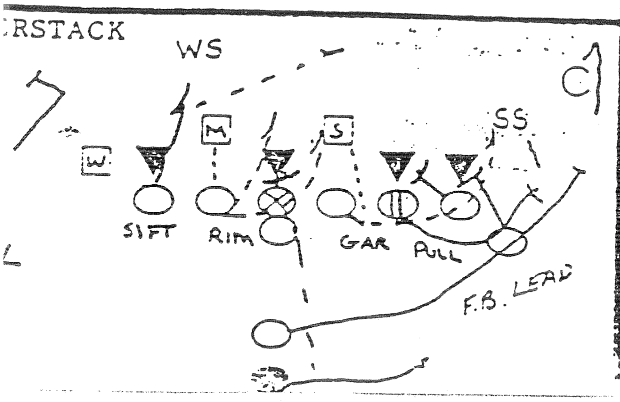
- # DOWN
N T - PULL # FIRST FORCE (ALERT FOR QUICK FORCE).
V. EVEN: SLIP # W/CENTER. (MAY # MAN OVER IF CENTER PULLS) N G - V. BUBBLE OVER YOU: GAR #. V. OVER: # MAN OVER.
V. EVEN: SLIP # W/ON G. POSS: PULL. ENTER-COVERED: # MAN OVER
COVERED: # MAN OVER. SWAP # V. UNDER. FF G- UNCOVERED: RIM #. V. UNDER: SWAP # W/OFF T.
FF T- SIFT #. V. UNDER: SWAP #.
X - SEAL   SLOT - SEAL
Z -(POSSIBLE ZOOM) DEEP 1/3   SLOT - SEAL
HB - BALL CARRIER
FB - BLOCK DOWN MAN OVER Y
QB - FRONT OUT TOSS TO B.C.



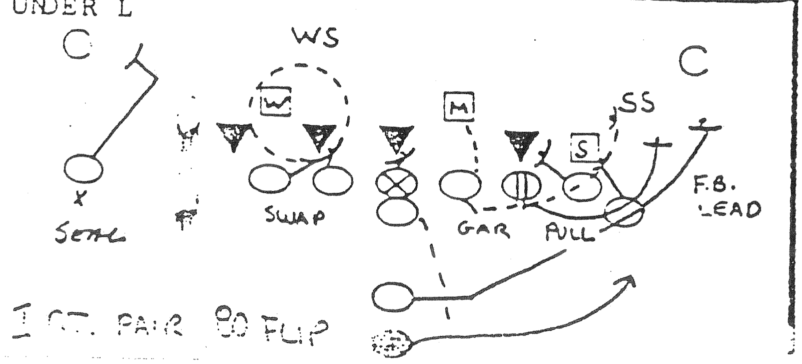
OVER

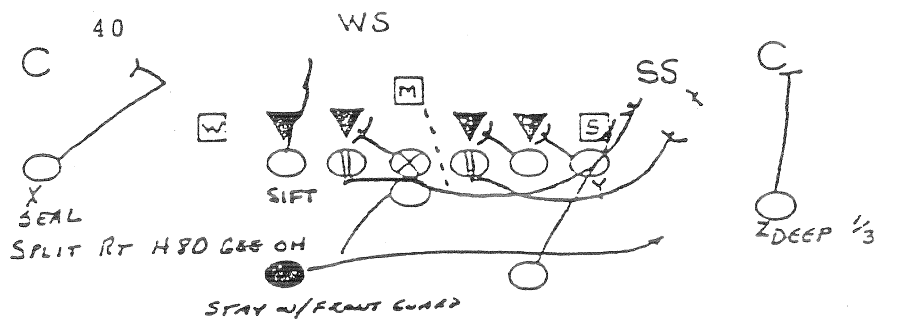


RSTACK



UNDER L





PLAY : 80/90 GEE OH

SINE QUA NON:
ON GUARD ALERT FOR FB

– # DOWN. V ODD BUBBLE: DBL TEAM AND RUB FOR BACKSIDE LBERS.

T – ON G COVERED: # DOWN V. ODD BUBBLE: DBL TEAM W/Y

G – PULL, # FIRST FORCE.

NTER – UNCOVERED: # BACK. COVERED: # MAN OVER

F G – PULL, LEAD. LOOK FOR MLBER UNDERNEATH

F T – SIFT# V. 43. SLOOP # V. 30; OVER; OVERSTACK. PULL V. UNDER.

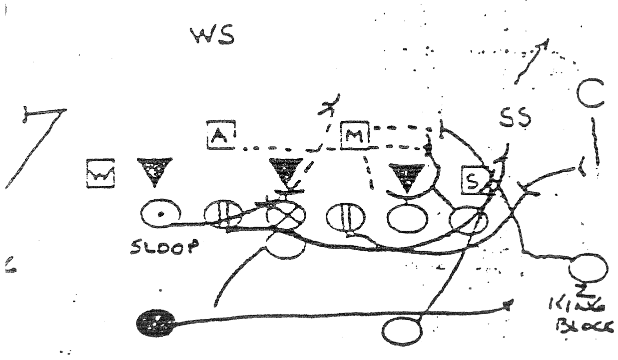
X – SEAL SLOT – SEAL

Z – DEEP 1/3 SLOT – SEAL

HB – BALL CARRIER

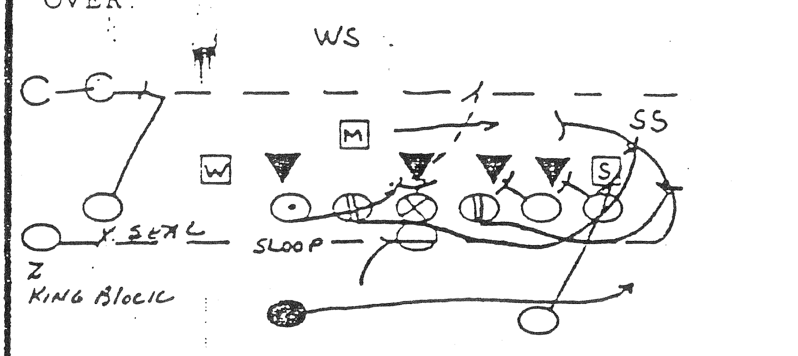
FB – BLOCK SAM

QB – OPEN AWAY FROM HOLE _ CHECK FOR NAKED



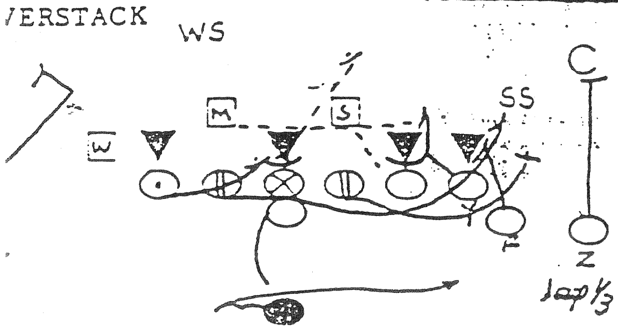
SPLIT RT ZIP H 80 GEE OH (Z KING)

OVER

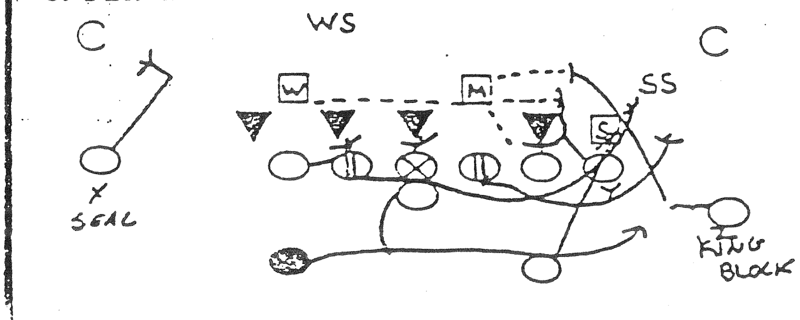


Zon SPLIT RT H 80 GEE OH (Z KING)

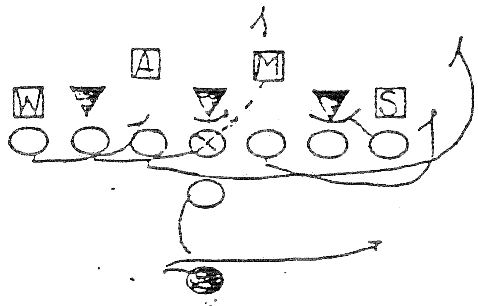
ERSTACK



UNDER L



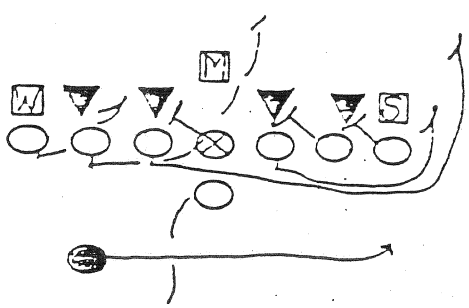
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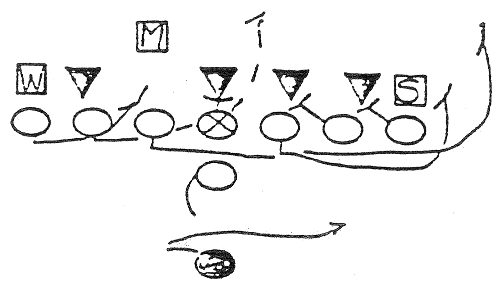
80 90 LOG GEE - OH

Y	VS ODD BUBBLE - DBL TEAM AND RUB FOR BACKSIDE LBERS VS EVEN # DOWN
ONT	VS ODD BUBBLE DBL TEAM W/Y: ON G COVERED # DOWN
ON G	PULL # LOG END MAN ON THE L.O.S.
CENTER	COVERED # MAN OVER - UNCOVERED # BACK
OFF G	# PULL LEAD (RESPONSIBLE FOR MIKE LBER)
OFF T	SLOOP/AND BACKSIDE BUBBLE. PULL CUT OFF VS 40 AND UNDER
X	SEAL - SLOT - SEAL
Z	MDM - SLOT - SEAL
HB/X	PULL FLAT - CUT BS DE
FB	BALL CARRIER
QB	OPEN AWAY FROM HOLE - CHECK FOR <u>NAKED</u>

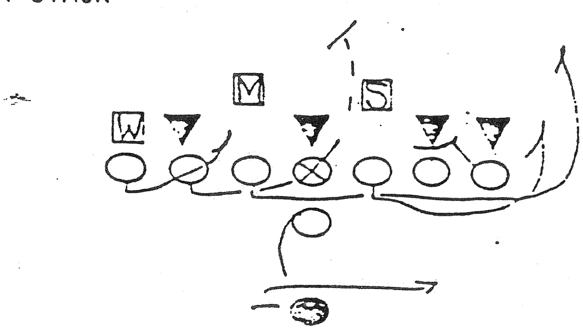
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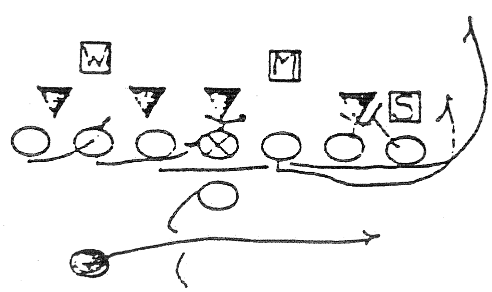
OVER

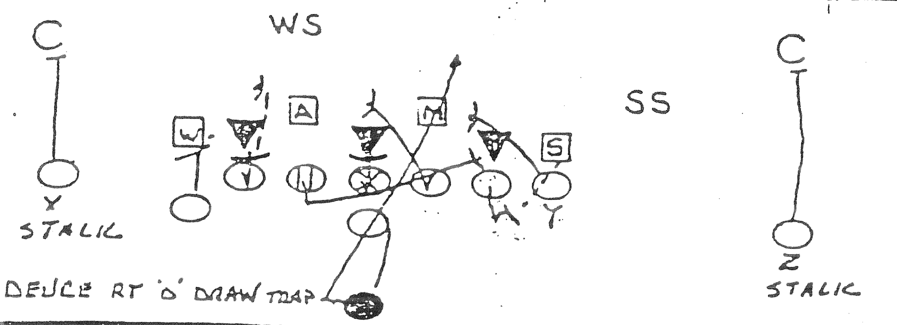


OVER STACK



UNDER L





PLAY 0/1 DRAW TRAP

SINE QUA NON:

ON T COVERED: # DOWN ON MLBER. ON T UNCOVERED: # MAN OVER.

- V. ODD BUBBLE, PASS SET # MAN OVER Y. OVER: # MAN OVER.

- UNCOVERED: # DOWN, RUB ON BACKSIDE INSIDE LBER V. 30; OVERSTACK & OVER.
EVEN: PASS SET # MDM.

R - OFF G COVERED: # BACK. COVERED (30, OVER, OVERSTACK): # MAN OVER.

- TRAP FIRST MAN PAST CENTER ON L.O.S.

- # MAN OVER.

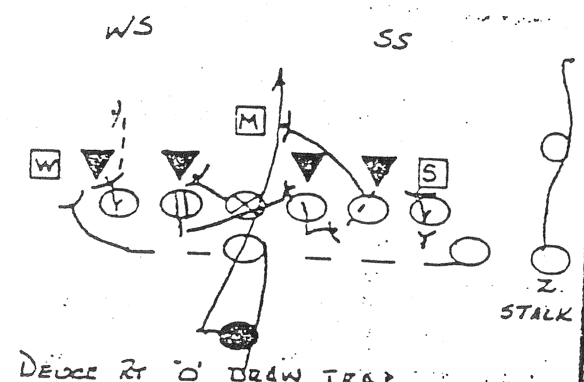
X - STALK BLOCK - MUST RELEASE OUTSIDE VS CLOUD BUMP

Z - STALK BLOCK " " " " "

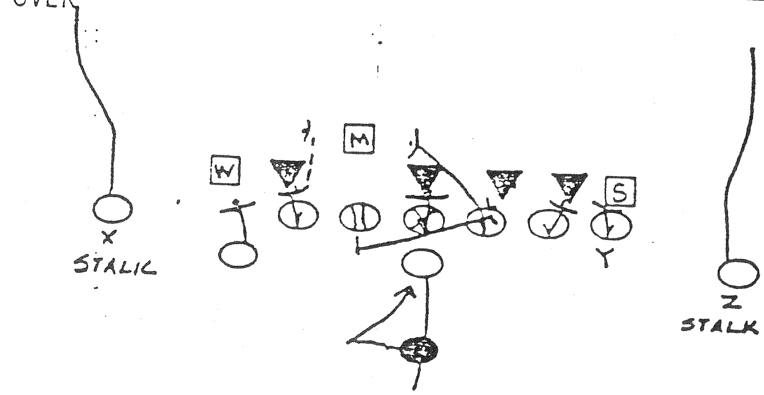
HB - BLOCK WILLIE

FB - BALL CARRIER

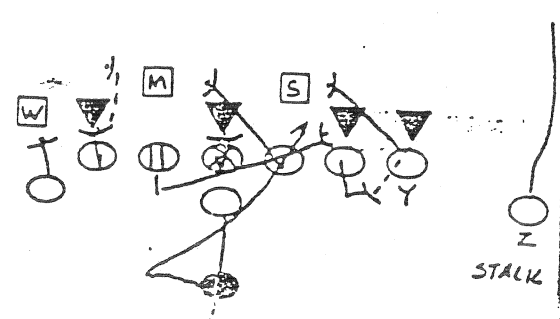
QB - SHOW PASS DROP HAND TO B.C. C.P. 3 QK STEPS LOOK DOWNFIELD-FIND BC



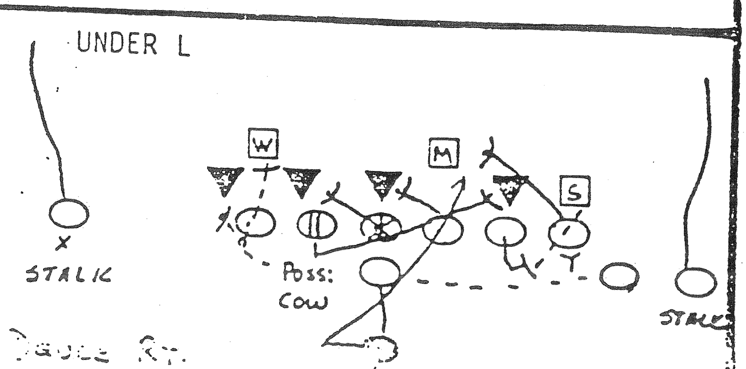
OVER

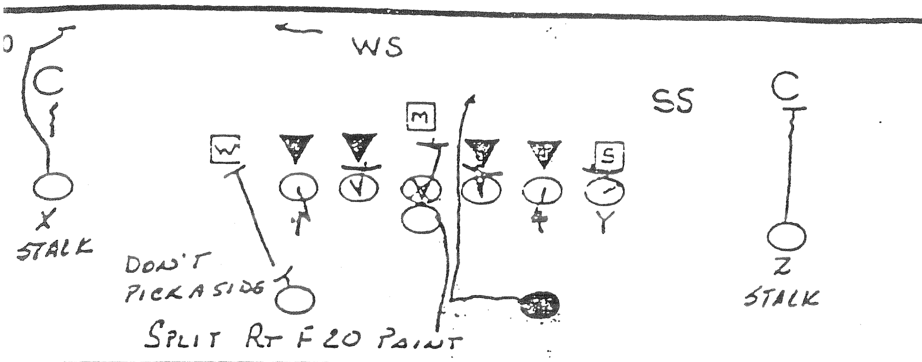


STACK



UNDER L





PLAY 20/30 PAINT

SINE QUA NON:
ALERT FOR LINE STUNTS AND DOGS

- # MAN OVER.

T - PASS SET, # MAN OVER.

G - PASS SET # MAN OVER.

NTER - PASS SET, # MAN OVER.

F G - PASS SET, # MAN OVER.

F T - PASS SET, # MAN OVER.

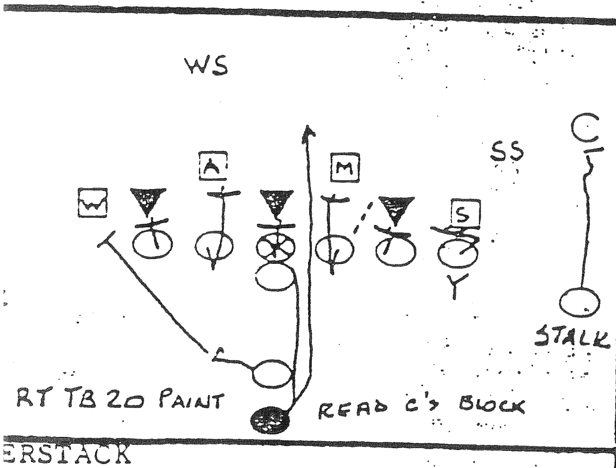
X - STALK BLOCK, O/S REL, CLD- BMP SLOT _ STALK

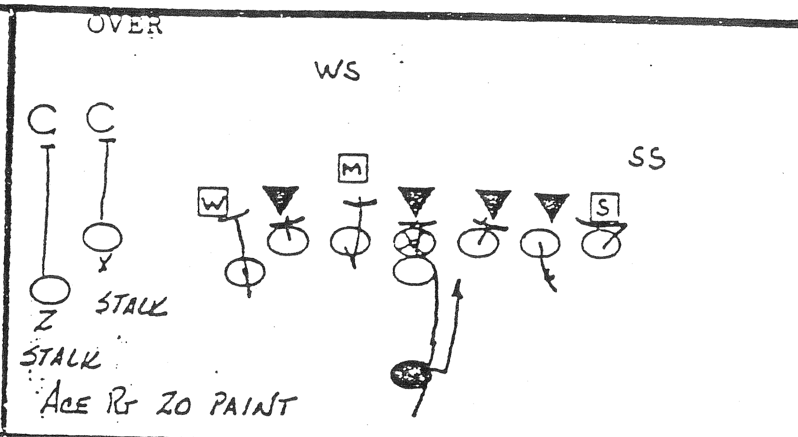
Z - STALK BLOCK , O/S REL, CLD-BMP SLOT - STALK

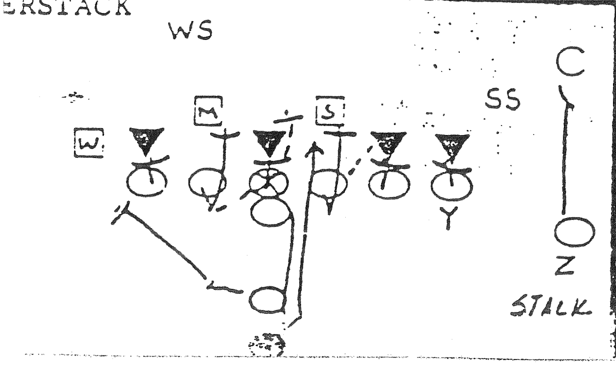
HB _ BLOCK WILLIE

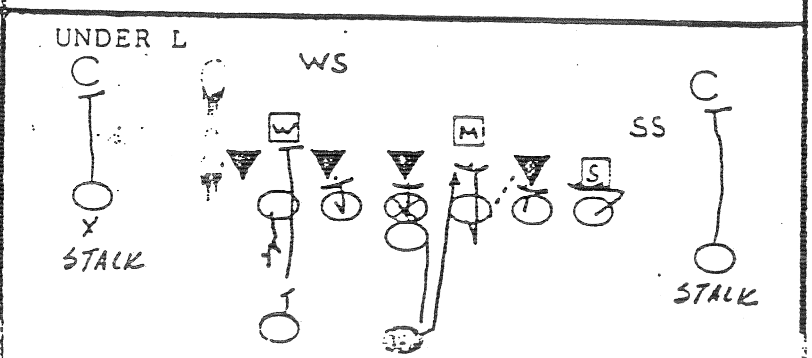
FB - BALL CARRIER

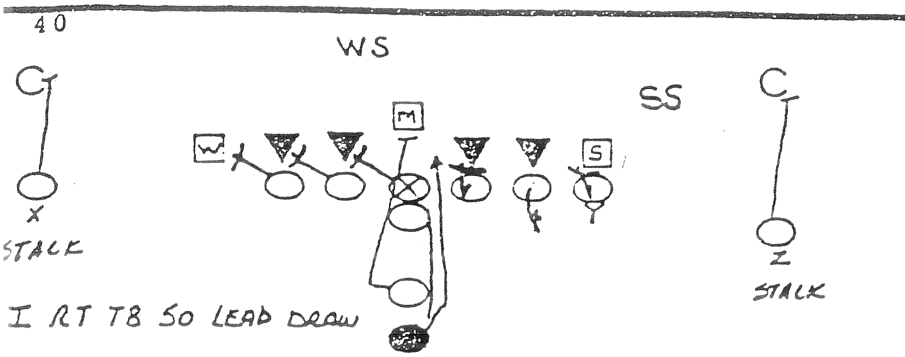
QB - SHOW PASS DROP HAND TO BC, C.P. 3 QK STEPS, LOOK DOWNFIELD - FIND BC







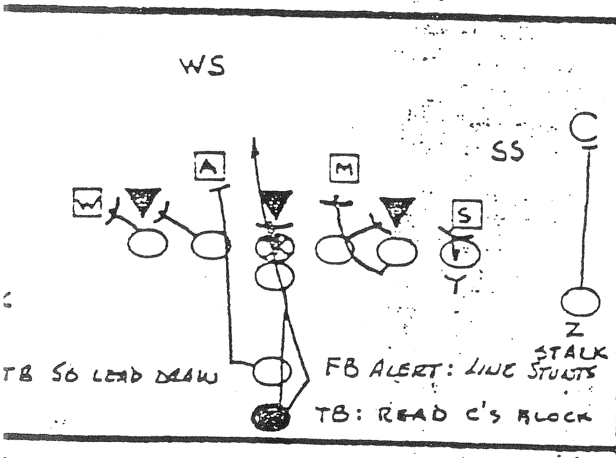


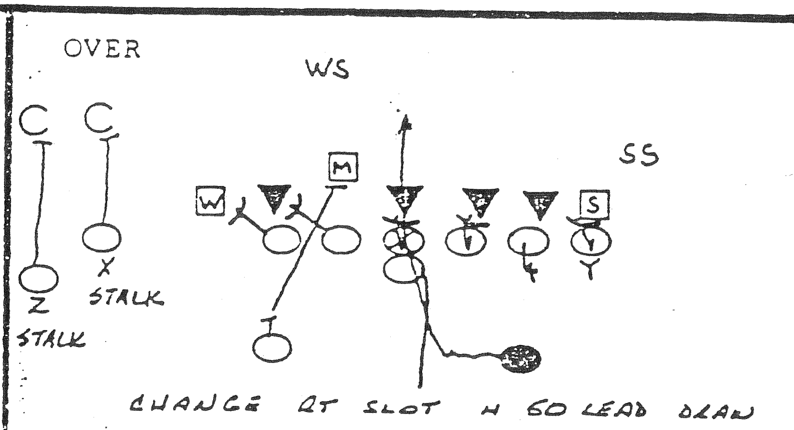


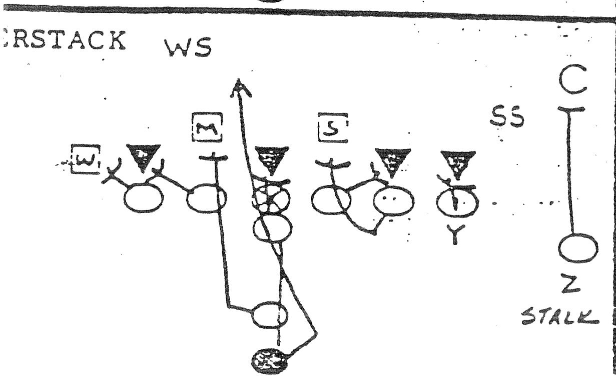
PLAY: TB 50/40 LD DRAW

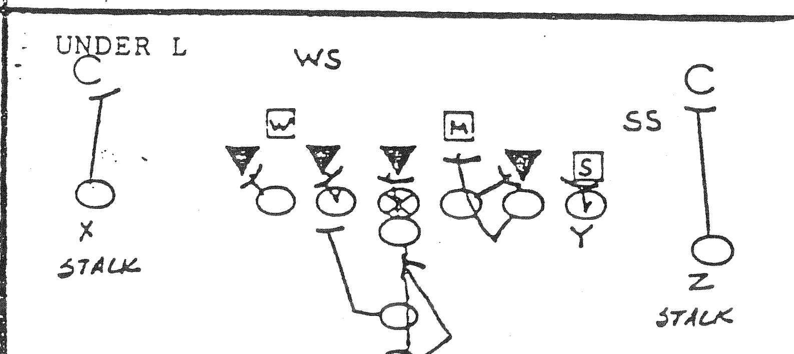
SINE QUA NON:
AGGRESSIVE FAN ONSIDE BLOCKS

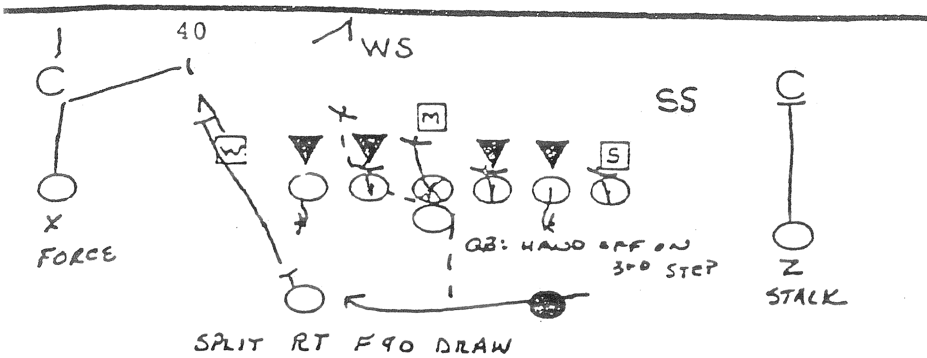
- # MAN OVER. # LIKE PAINT.
N T - # AGGRESSIVE FAN.
N G - # AGGRESSIVE FAN.
ENTER-EVEN: # AGGRESSIVE FAN. COVERED: # MAN OVER LIKE PAINT.
FF G - EVEN: SHT. SET # MAN OVER.
FF T - # MAN OVER YOU LIKE PAINT.
X - STALK BLOCK O/S REL, CLD-BMP SLOT - STALK
Z - STALK BLOCK O/S REL, CLD-BMP SLOT - STALK
HB - BALL CARRIER
FB - BLOCK M VS 4-3. A VS 30
QB - SHOW PASS DROP HAND TO BC







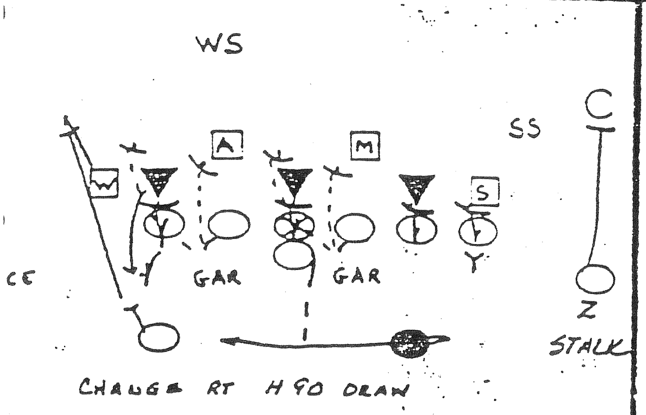




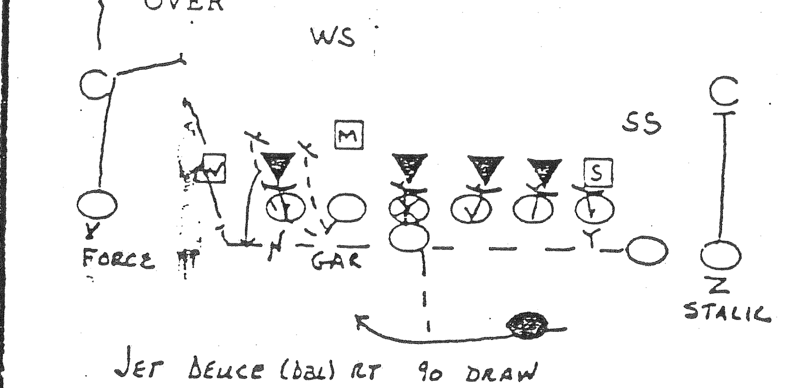
PLAY: 90/80 DRAW

SINE QUA NON:
PREFER TO RUN THE BALL UNDERNEATH ONSIDE DE

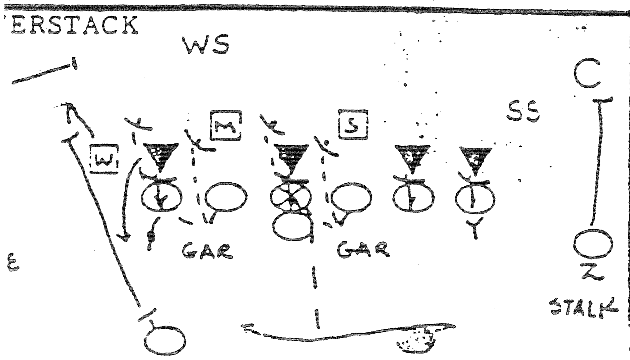
- ONSIDE: RELEASE # STRONG SAFETY. BACKSIDE: # MAN OVER (LIKE PAINT).
N T - # MAN OVER. V. UNDER: # END MAN ON L.O.S. ONSIDE STRONG V. OVERSTACK: FAN #
N G - COVERED: # MAN OVER. UNCOVERED: USE GAR TECH TO PLAYSIDE. ONSIDE STRONG: V. OVERSTACK: FAN #
ENTER - COVERED: # MAN OVER (YOU HAVE HIM FULL TIME). UNCOVERED: # MAN OVER (STEP AROUND T/MIKE GAME).
FF G - COVERED: # MAN OVER. UNCOVERED: USE GAR TECH. TO PLAYSIDE.
FF T - # MAN OVER.
X - BLOCK FORCE   SLOT - STALK
Z - STALK BLOCK, O/S REL, CLD-BUMP   SLOT - STALK
HB - SHOT PASS BLOCK WILLIE
FB - BALL CARRIER
QB - SHOW PASS DROP HAND OFF ON 3RD STEP



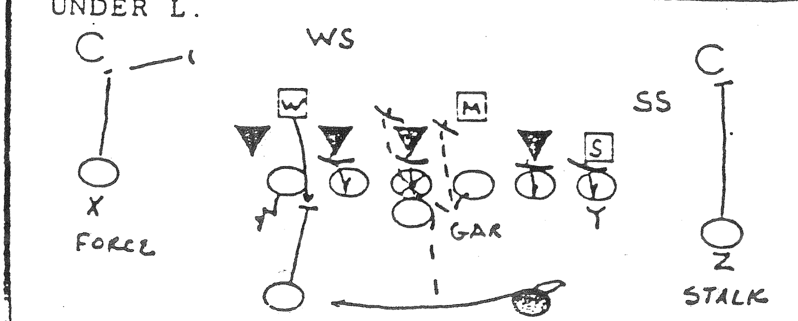
OVER

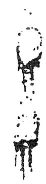


ERSTACK



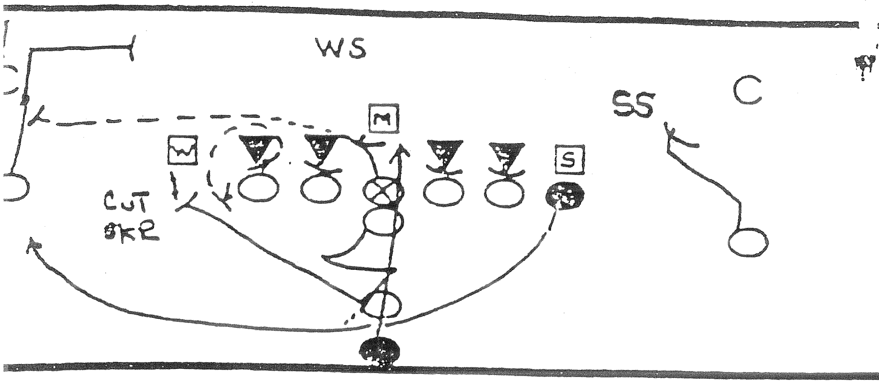
UNDER L.





SPECIAL RUNS

FK 10/11 Y REV LT/RT
FK 60/70 SLANT H REV. LT/RT
FK 60/70 SLANT X REV. LT/RT
FK 80/90 TOSS Z REV. LT/RT
FK 80/90 GEE O Z REV. LT/RT
(SLOT) FK 80/90 TOSS Z REV. LT/RT
FK 70 SLANT Z REV. OPT. RT



PLAY: FAKE 10/11
Y REV.

SINE QUA NON:
SHOULD DEVELOP QUICKER THAN Z REVERSES

- BALL CARRIER

T - # MAN OVER - ALERT TO ADJUST BACK TO SEAL IF END GOES UPFIELD

G - # MAN OVER

NTER - # MAN OVER - MOVE TO SEAL OFF L.O.S.

F G - # MAN OVER

F T - # MAN OVER

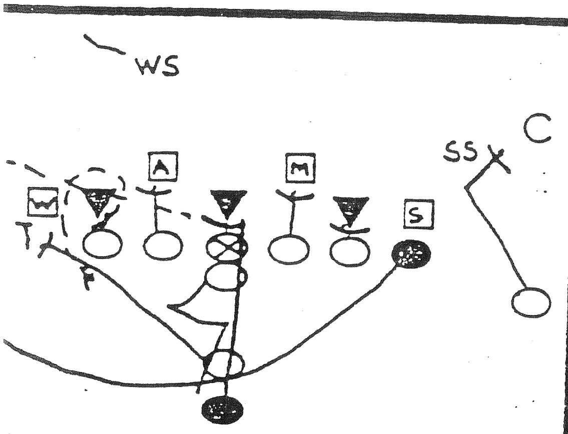
X - DRIVE - CRACKBACK

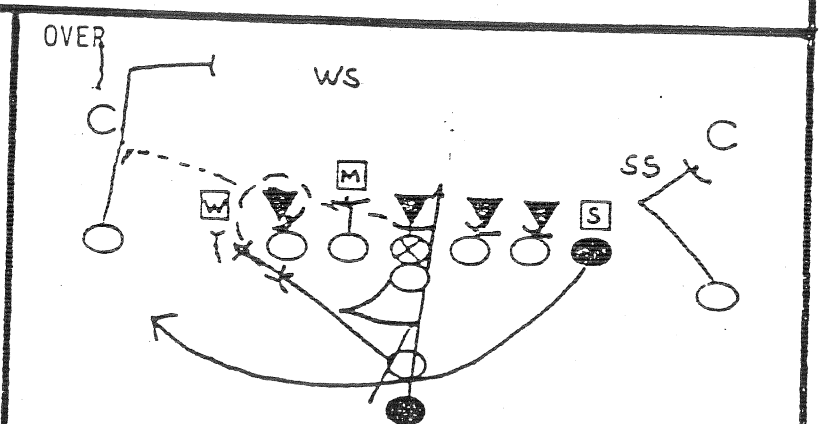
Z - SEAL

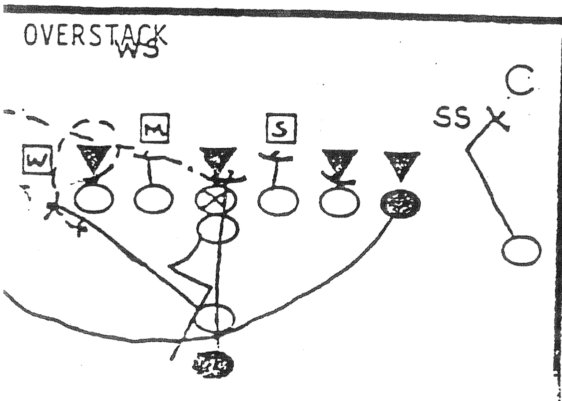
TB - FK 10/11

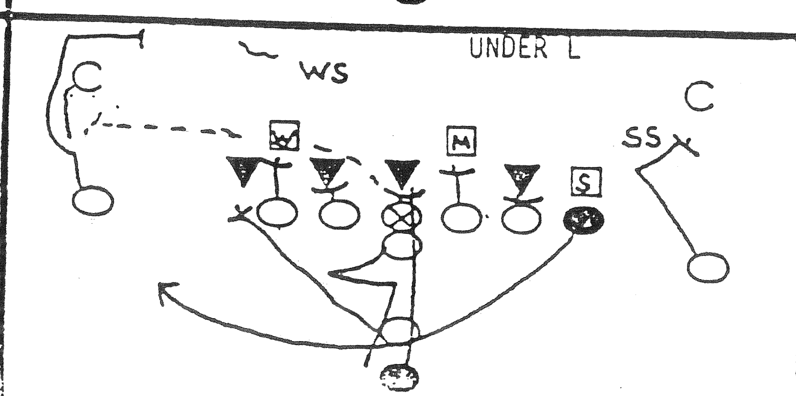
FB - BLOCK W LBER

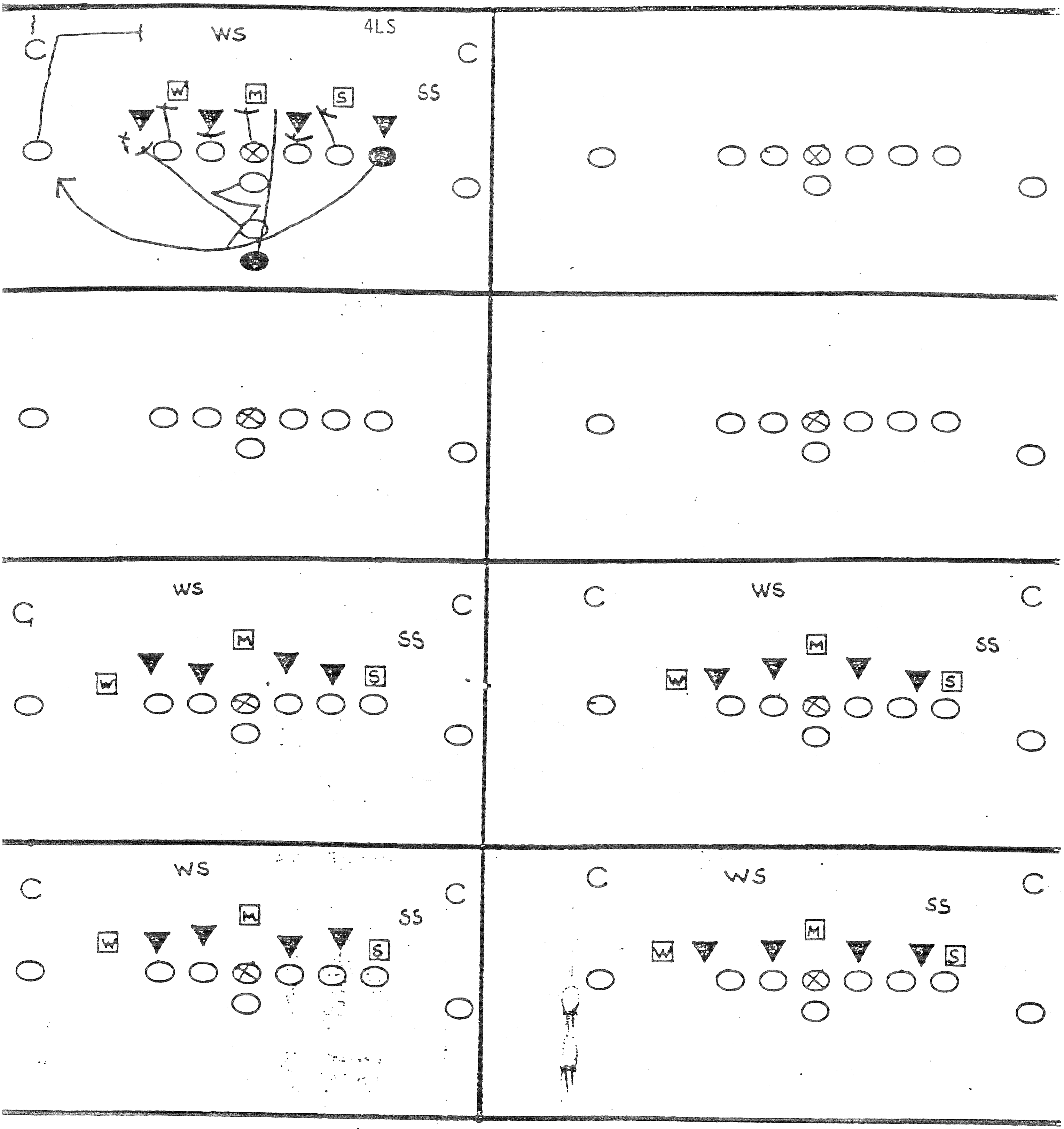
QB - FK T 10/11 - TOSS TO Y

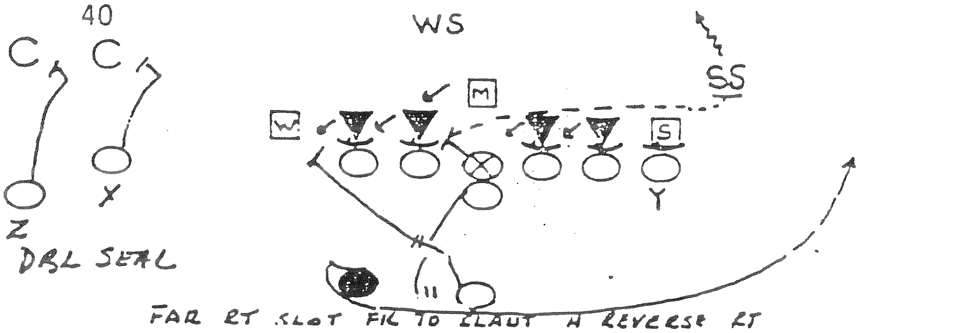








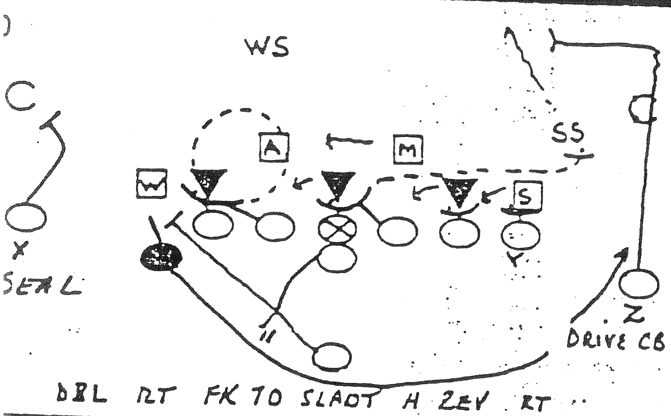

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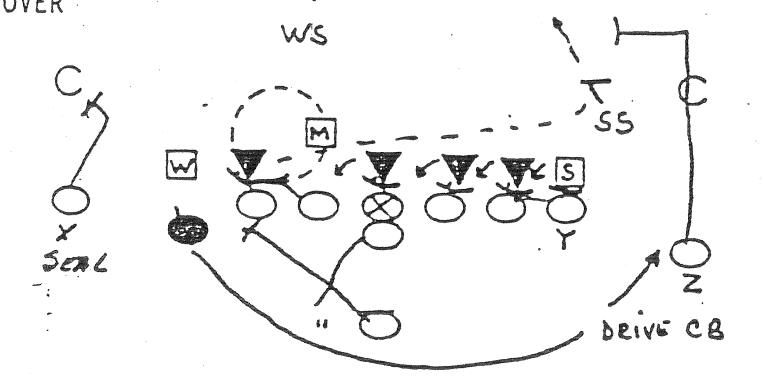
PLAY: 70/60 H REVERSE RIGHT

SINE QUA NON:
SELL 90/80 SLANT

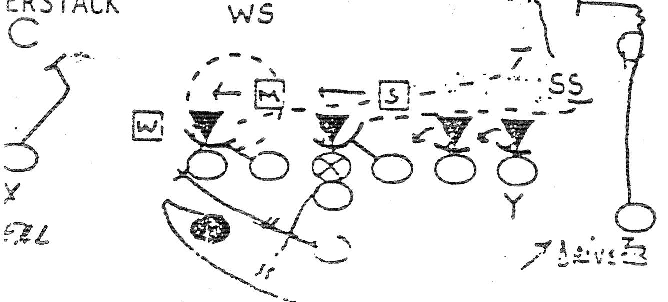
- # MAN OVER. PUT HAT INSIDE WORK IT BACK OUTSIDE.	
N T - # MAN OVER.	
N G - # MAN OVER. UNCOVERED: SWAP # RELEASE - LEAD OR SEAL.	
ENTER-COVERED: # MAN OVER. UNCOVERED: STEP BACKSIDE, RELEASE-LEAD OR SEAL.	
FF G - COVERED: # MAN OVER. UNCOVERED: SLIP #, CUT-OFF LBER OVER YOU.	
FF T - # MAN OVER.	
X - SEAL	SLOT - SEAL
Z - DRIVE CRK BACK SS	SLOT - SEAL
HB - BALL CARRIER	
FB - FK SLANT BLOCK WILLIE	
QB - FK SLANT HAND TO HB	



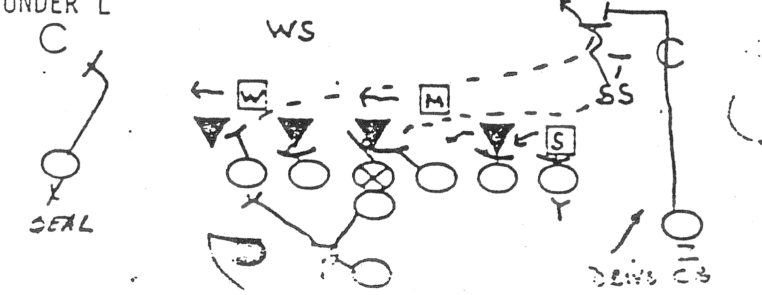
OVER

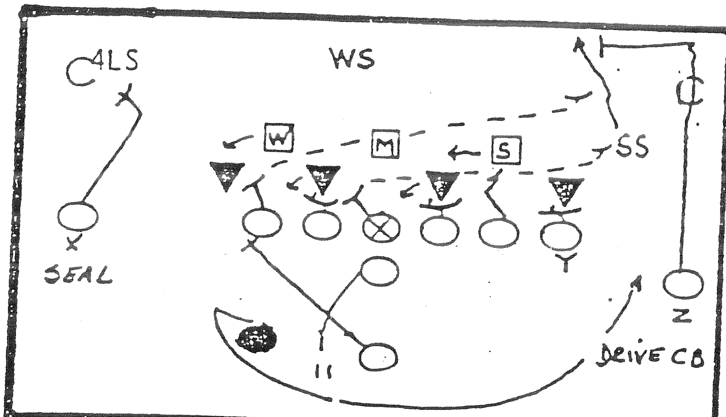


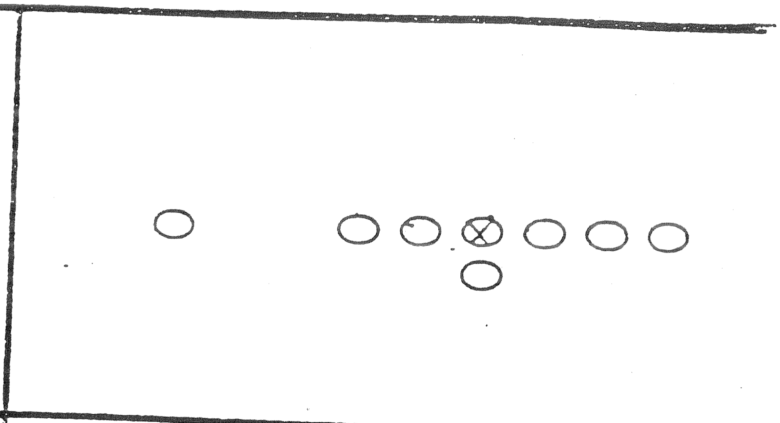
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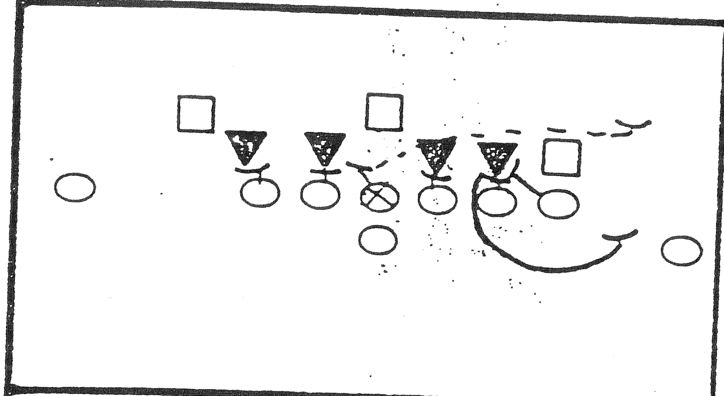


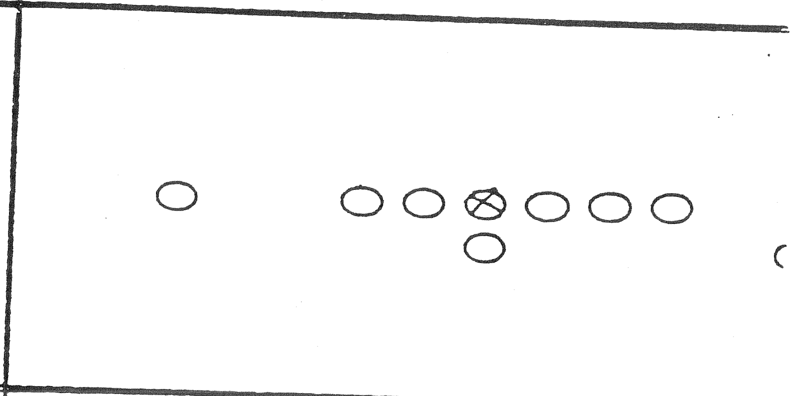
UNDER L

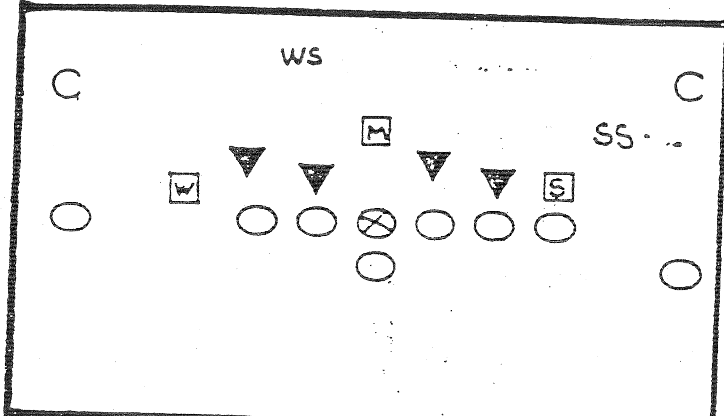


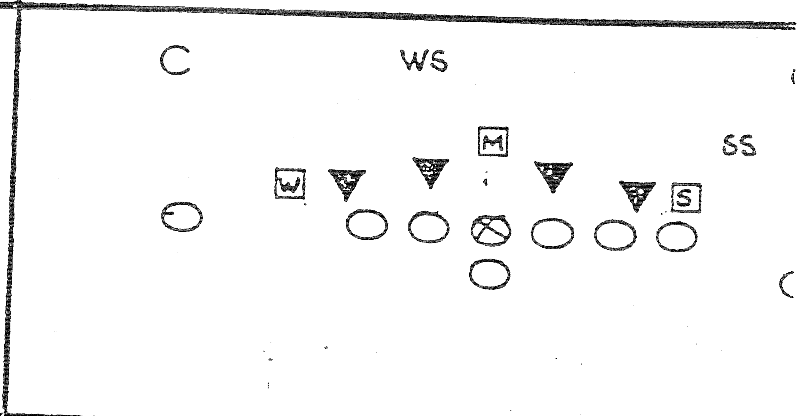

4LS
WS
W
M
S
SS
X
SEAL
Y
Z
DRIVE CB

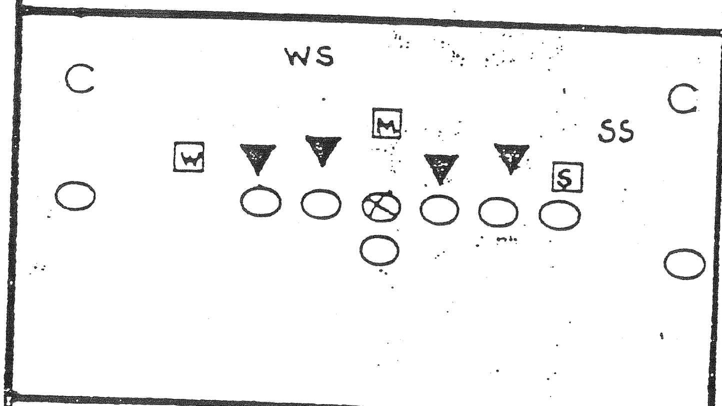


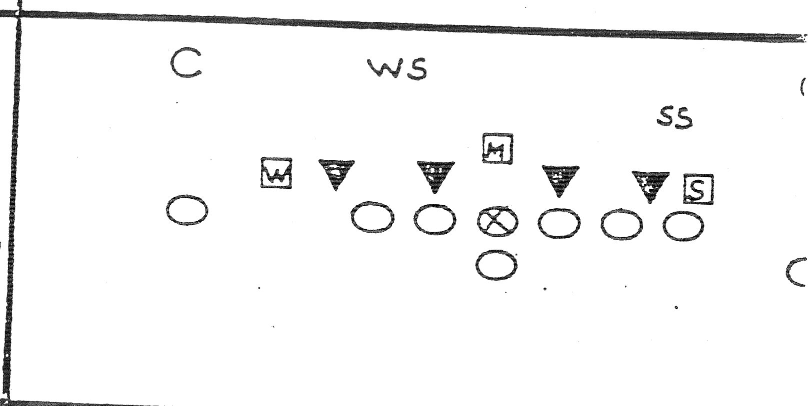


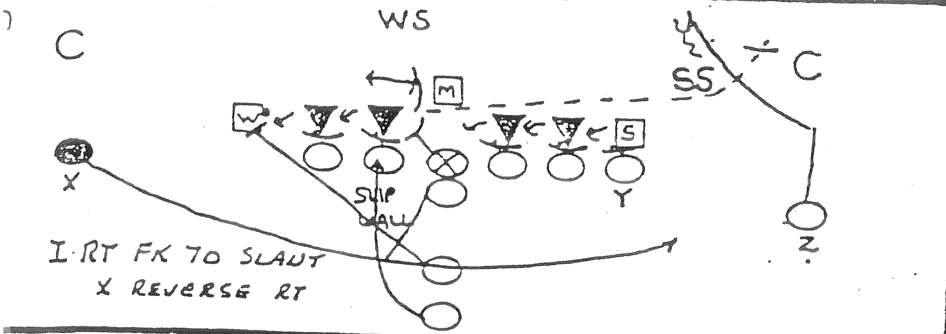



C
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C
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SS
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S


C
WS
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C
WS
C
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S


C
WS
SS
M
W
S



PLAY: FAKE 70/60
X REVERSE RT/LT

SINE QUA NON:
SELL 60/70 SLANT

- # 60/70 H REVERSE.

T - # 60/70 H REVERSE.

G - # 60/70 H REVERSE.

NTER - # 60/70 H REVERSE.

G - # 60/70 H REVERSE.

T - # 60/70 H REVERSE.

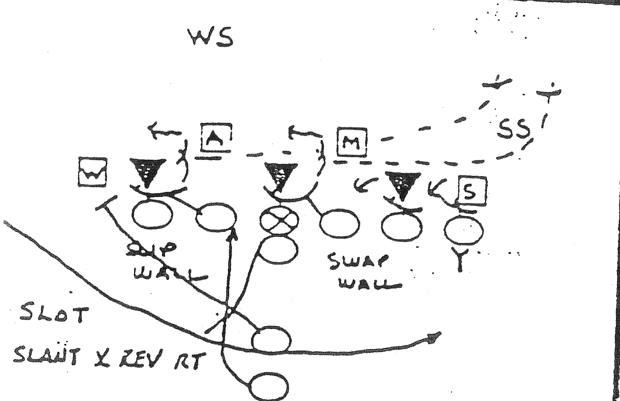
X - BALL CARRIER. SLOT - BALL CARRIER

Z - CRK BK SS SLOT _ SEAL

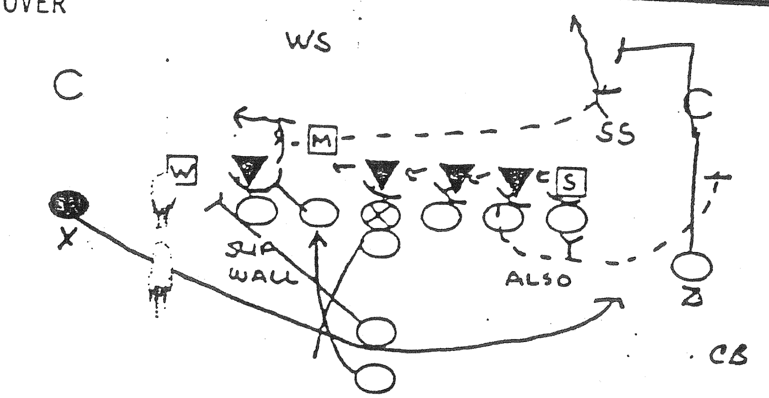
TB - FK 70 SLANT

FB - BLOCK WILLIE

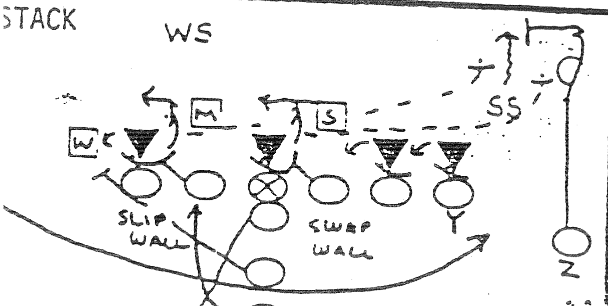
QB - FK TB 70 SLANT HANDOFF TO X



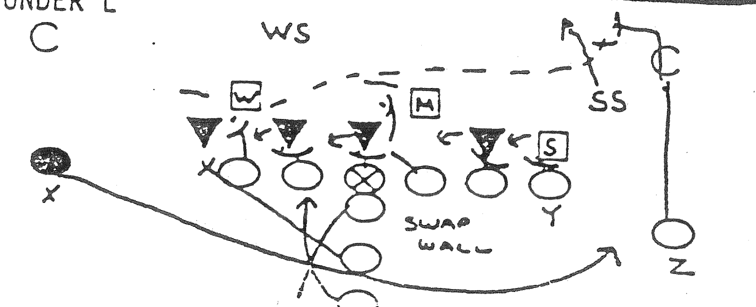
OVER

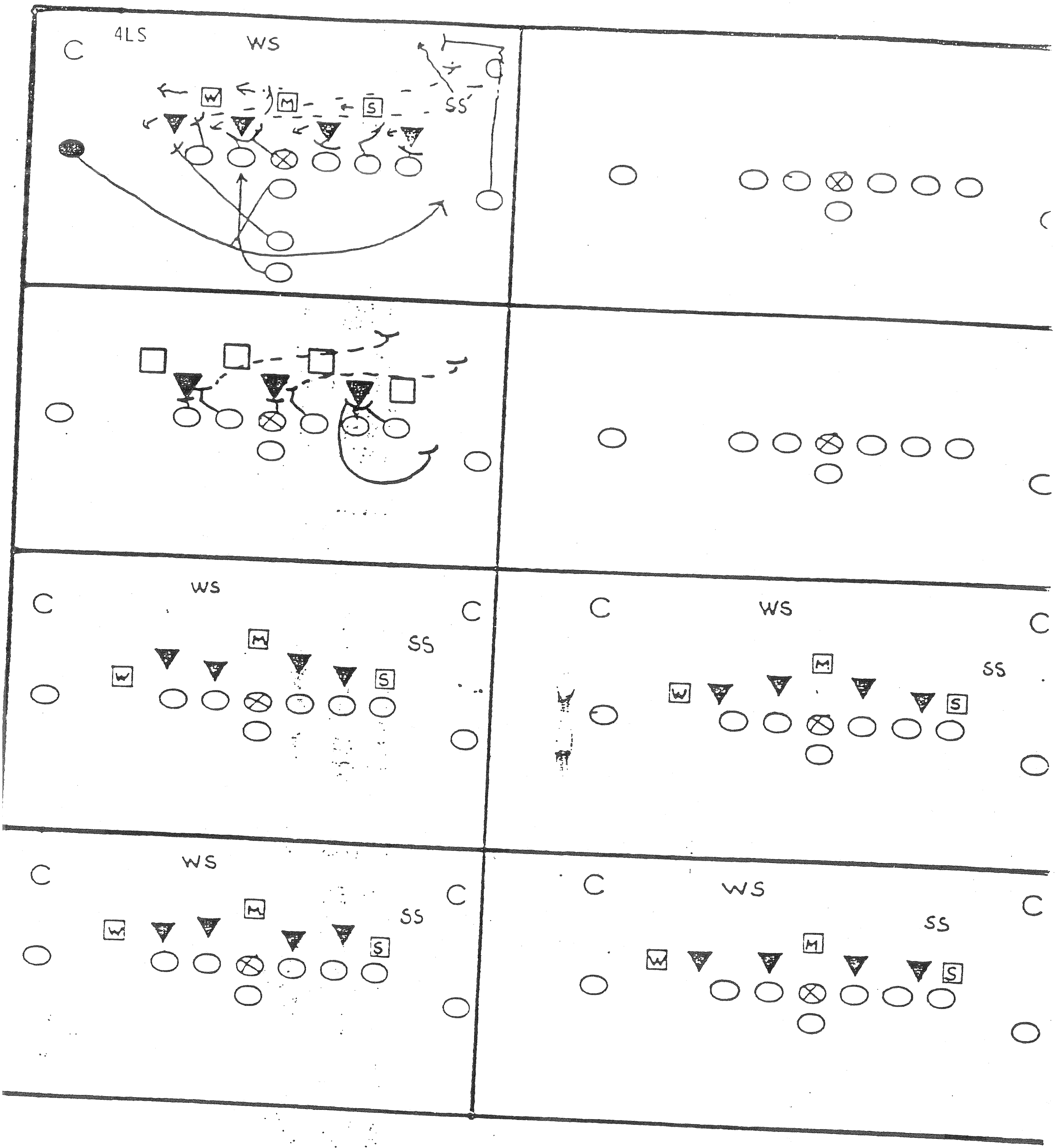


STACK

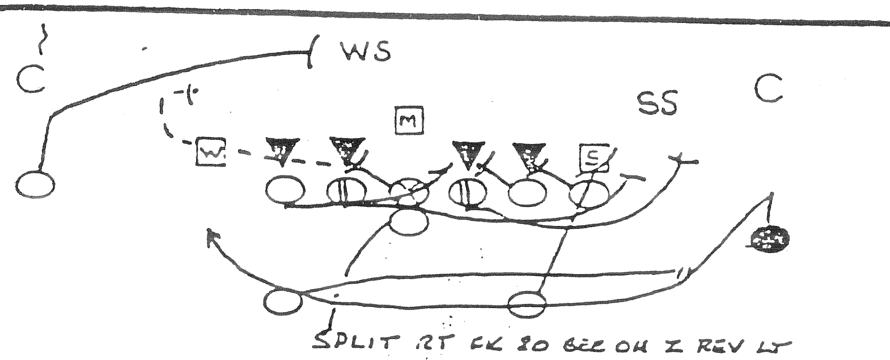


UNDER L





C
4LS
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WS
C
SS
M
W
S



PLAY: FAKE 80/90
GEE OH Z REVERSE LEFT

SINE QUA NON:
SELL 80/90 GEE-OH

- # DOWN. # 80/90 GEE OH.

N T - # 80/90 GEE OH.

N G - # 80/90 GEE OH.

ENTER - QUICK # MAN OVER, RELEASE ONSIDE TO LEAD OR SEAL. UNCOVERED: # BACK - RELEASE.

FF G - # 80/90 GEE OH.

FF T - PULL FLAT, V. UNDER: CUT OFF DT.

X - . CRACK BACK WK SAFETY

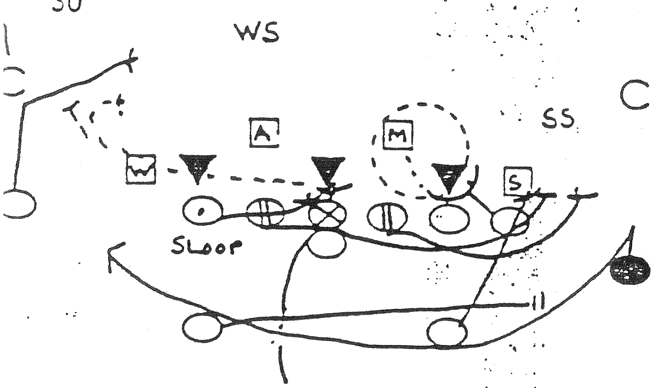
Z - BALL CARRIER

HB - RUN 80 G-O HAND OFF TO Z

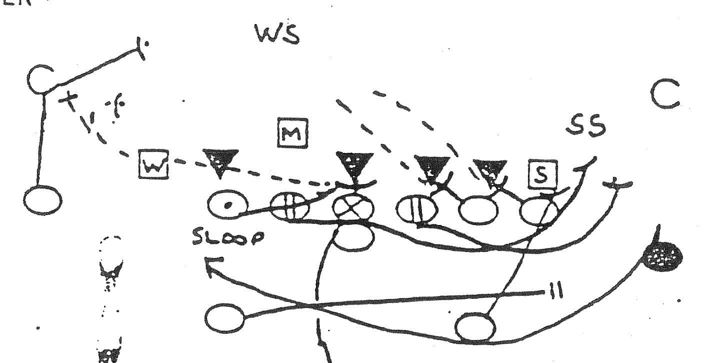
FB _ BLOCK 80 G-O

QB - HAND OFF TO H. GET DEEP

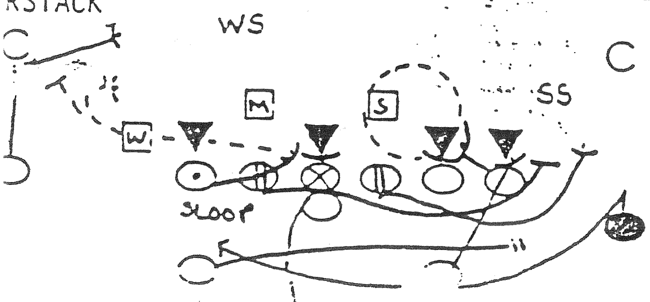
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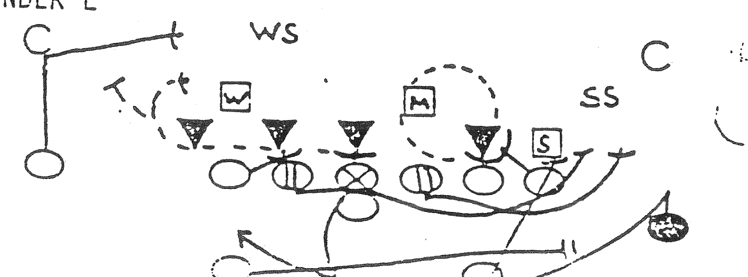
OVER

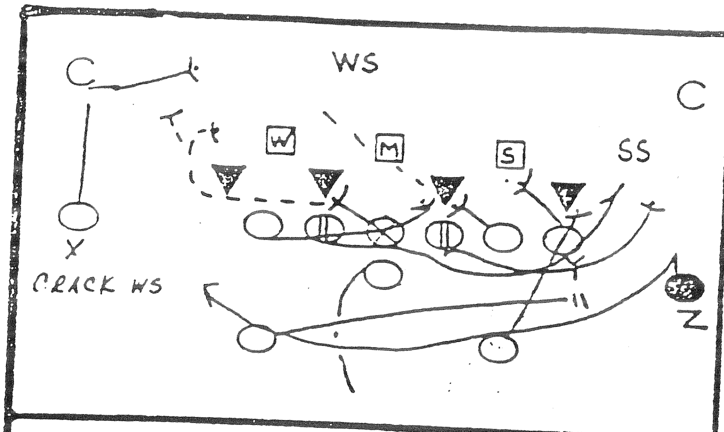


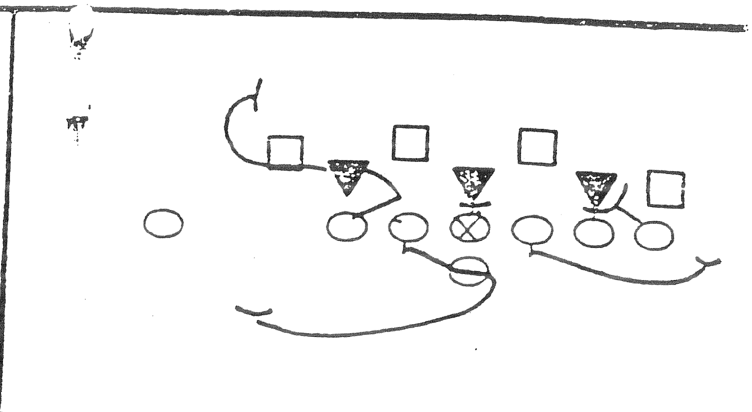
RSTACK

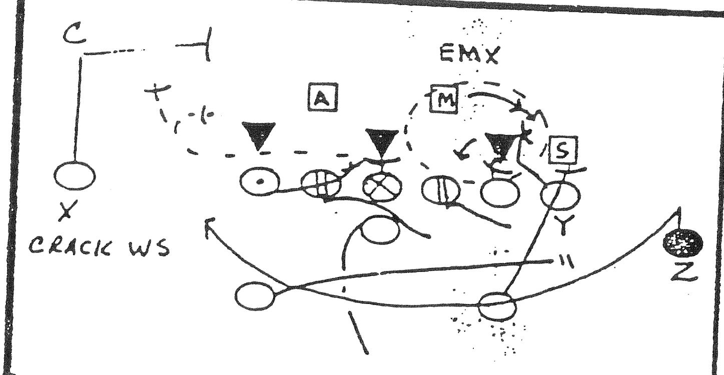


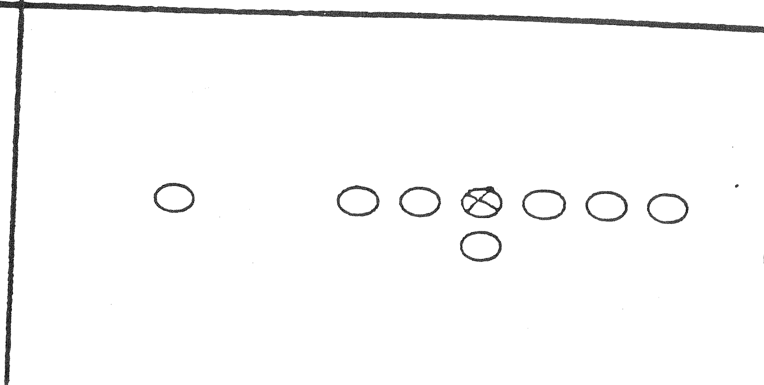
UNDER L

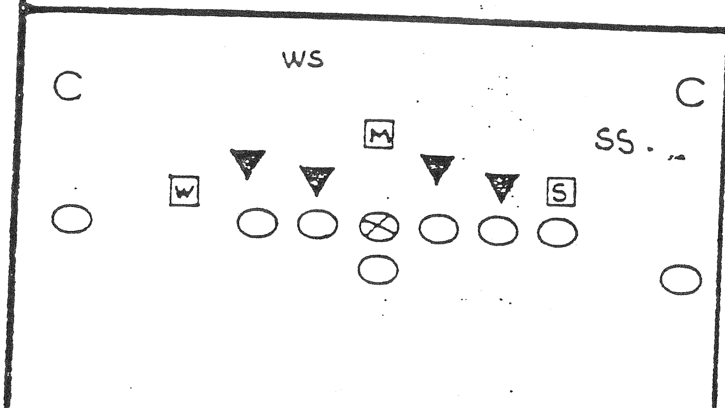


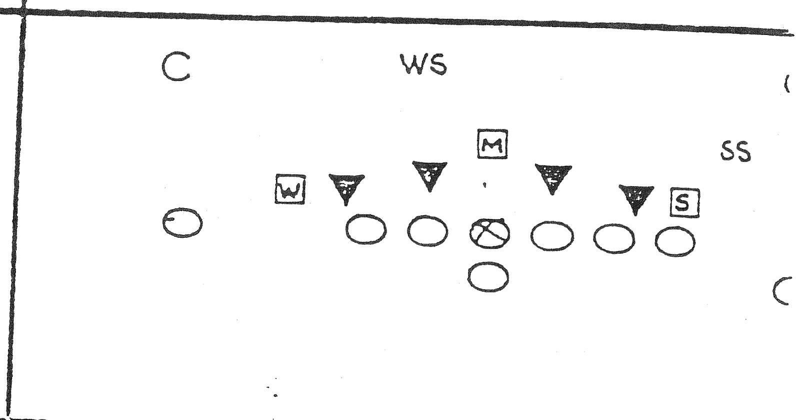

C
WS
W
M
S
SS
C
X
CRACK WS
Z

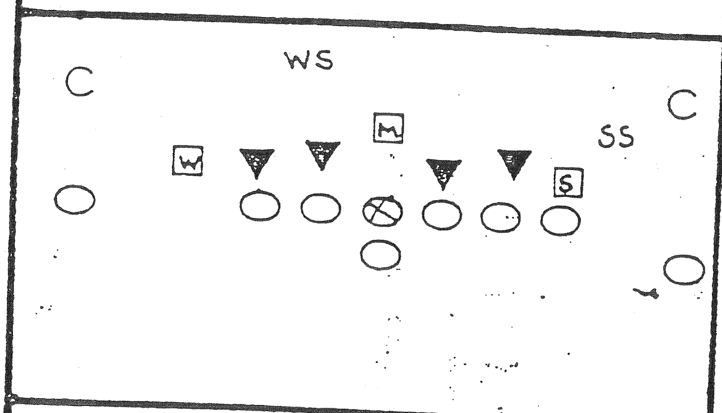


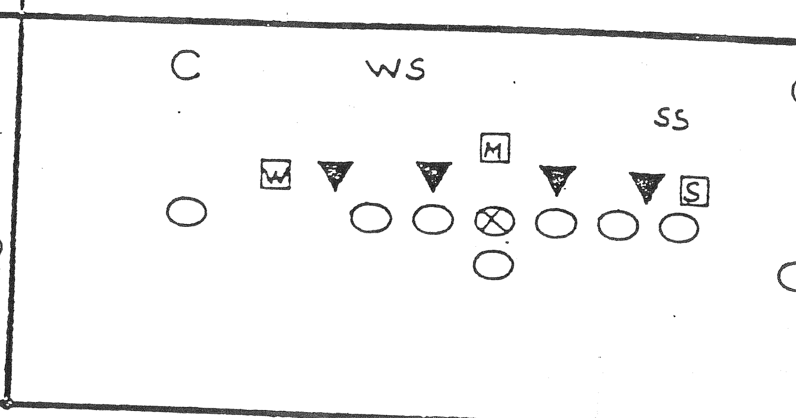

C
EMX
A
M
S
X
CRACK WS
Y
Z



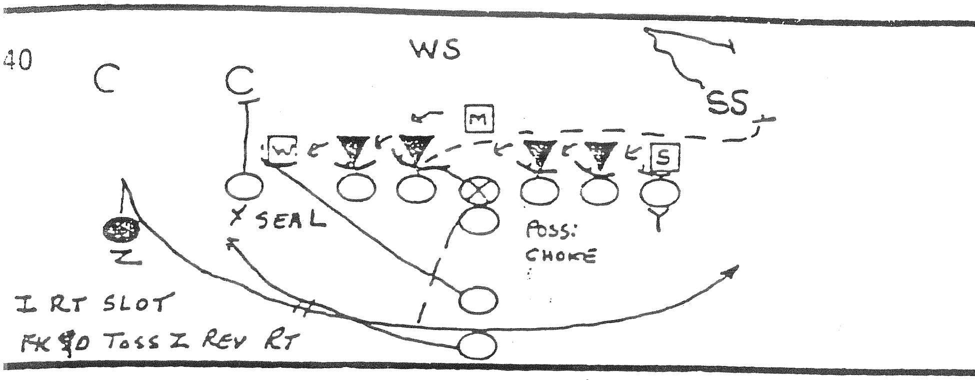

C
WS
C
M
SS
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C
WS
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SS
W
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C
WS
C
M
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W
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C
WS
SS
M
W
S

40



PLAY: FAKE 90/80 TOSS Z
REV. RT/LT
(SLOT)

SINE QUA NON:
SELL WEAKSIDE TOSS

' - # MAN OVER (SELL WK.TOSS - WORK HEAD OUTSIDE).

)N T - # MAN OVER.

)N G - COVERED: # MAN OVER. UNCOVERED: RIM #, PULL-L AD.

ENTER-COVERED: # MAN OVER. UNCOVERED: STEP BACKSIDE RELEASE LEAD OR SEAL.

FF G - COVERED: # MAN OVER. UNCOVERED: SLIP #; RELEASE LEAD R SEAL.

FF T - # MAN OVER

X SLOT - SEAL

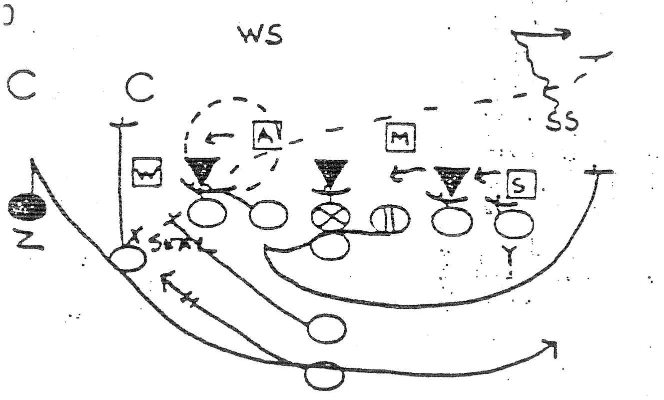
Z SLOT - BALL CARRIER

TB - RUN 90 TOSS HAND OFF TO Z

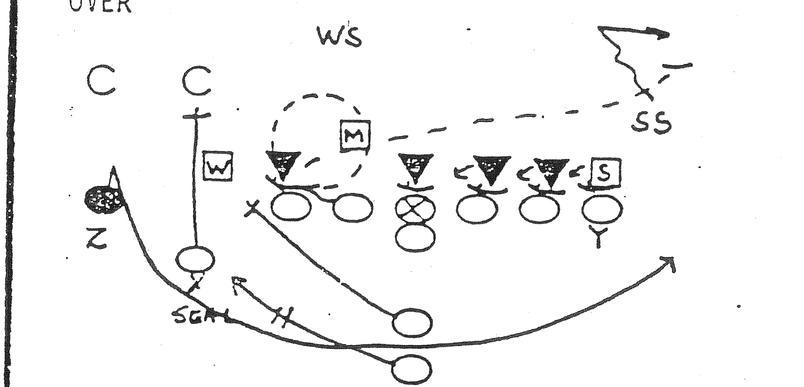
FB - BLOCK 90 TOSS

QB - TOSS TO TB

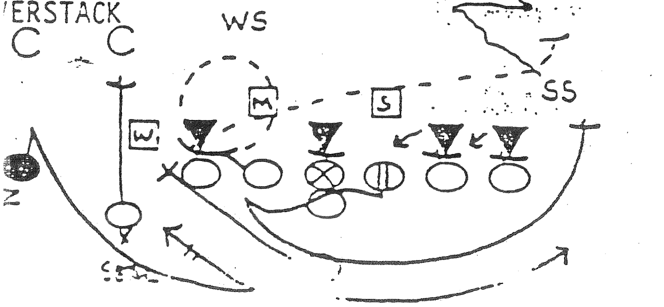
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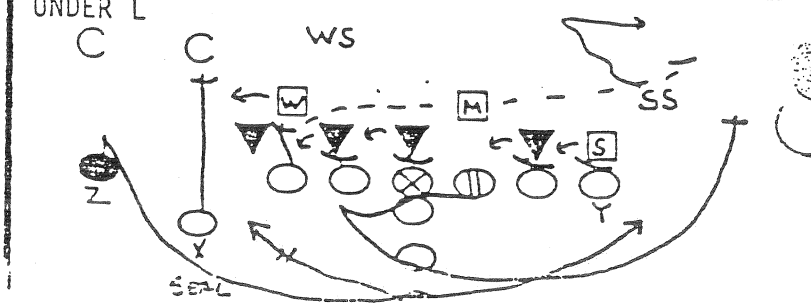
OVER

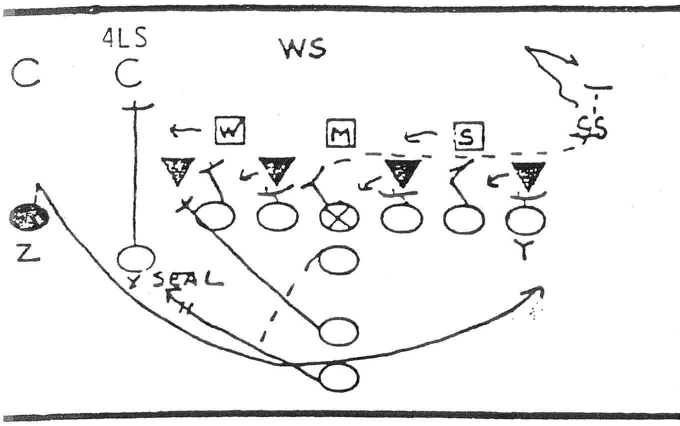
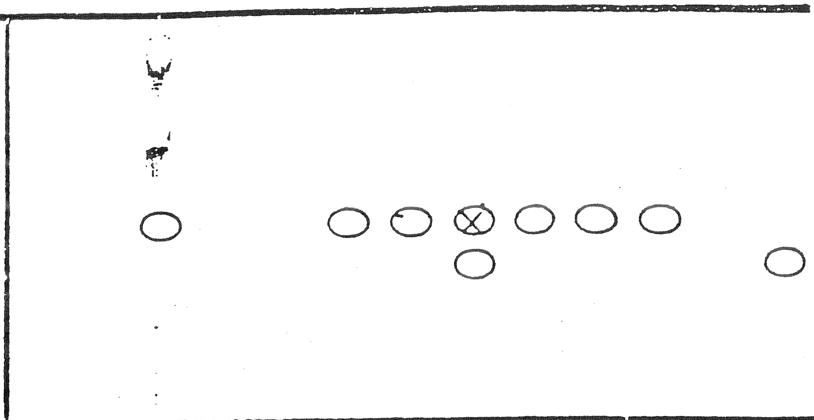
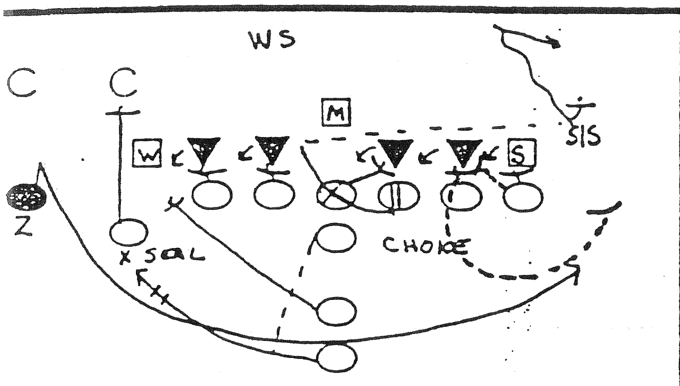
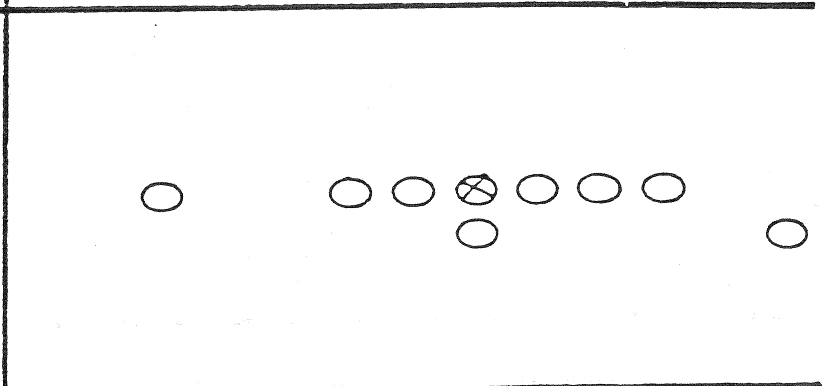
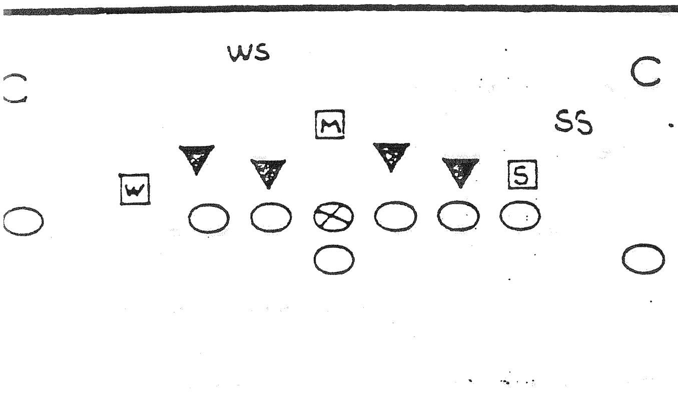
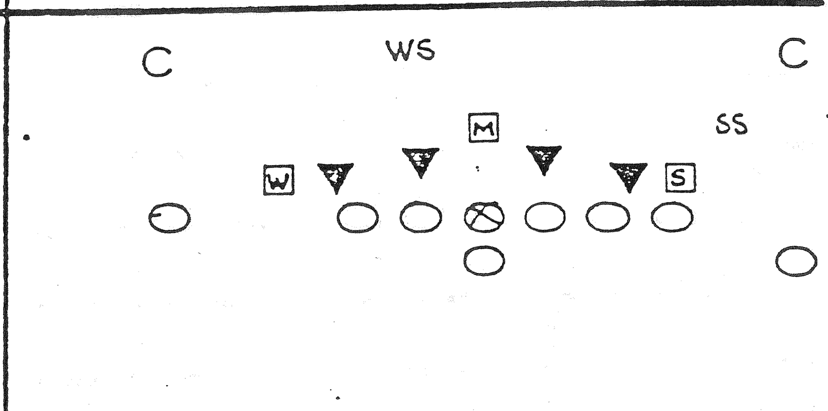
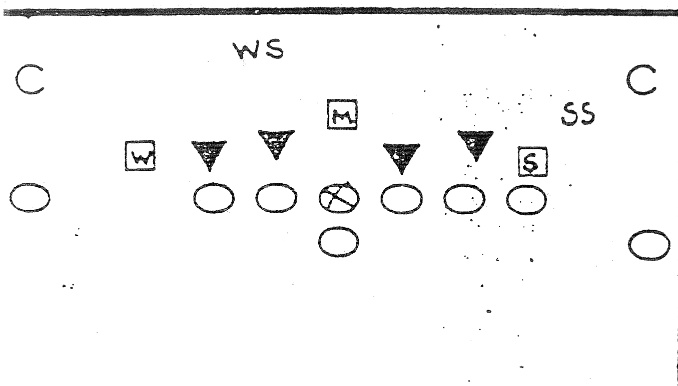
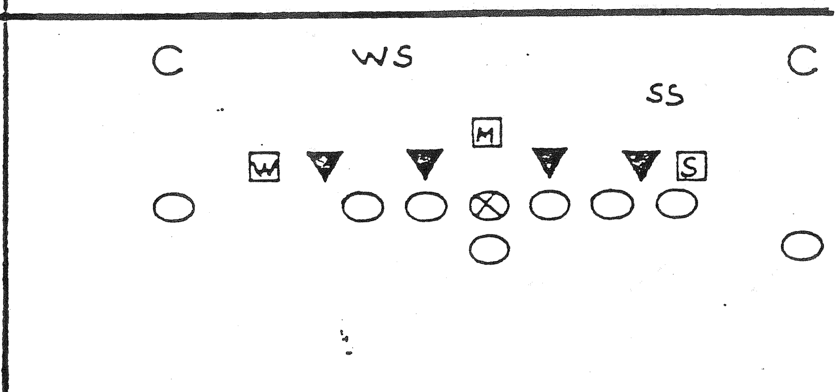


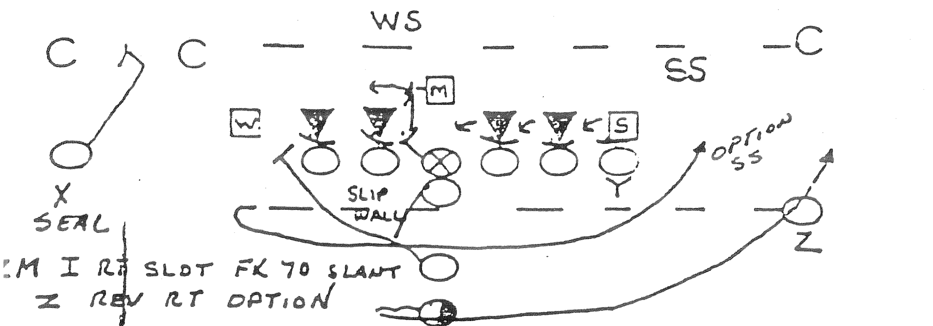
'ERSTACK



UNDER L



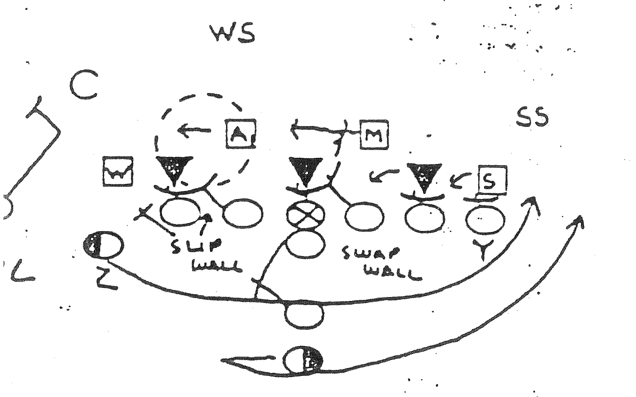

4LS
C
C
WS
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M
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SS
Z
X SEAL


WS
C
C
M
W
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SS
Z
X SEAL
CHOKE


WS
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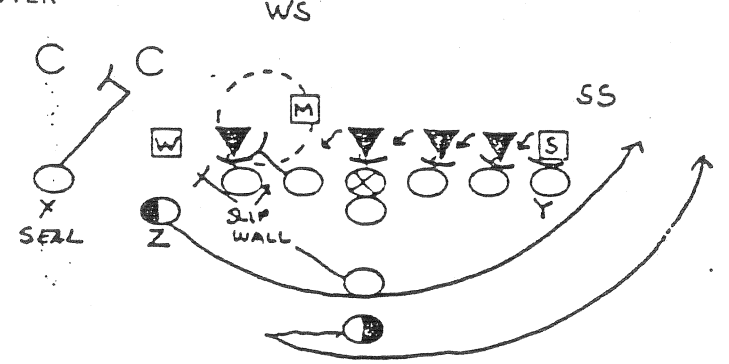
PLAY: FAKE 70 Z REVERSE OPTION RIGHT

SINE QUA NON:
STAY ON YOUR BLOCKS

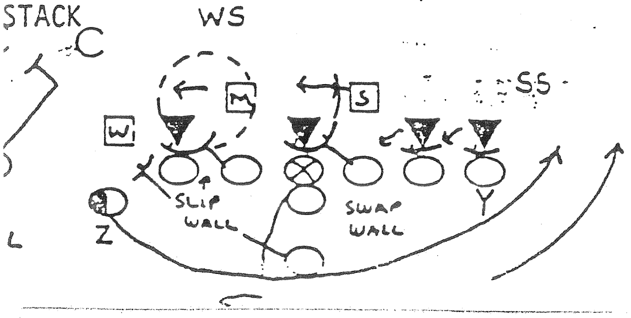
MAN OVER.
T - # MAN OVER.
G - # MAN OVER. UNCOVERED: SWAP WALL #.
TER-EVEN: SLIP WALL BACKSIDE. COVERED: # MAN OVER. INSIDE G. UNCOVERED: SWAP WALL #.
G - UNCOVERED: SLIP WALL #. # MAN OVER. CENTER UNCOVERED: SWAP WALL #.
T - # MAN OVER. OFF G UNCOVERED: SLIP WALL #.
X - SEAL
Z - BALL CARRIER
TB - START 90 TOSS COME TO PLAYSIDE FOR PITCH
FB _ BLOCK WILLIE
OB FAKE TO F HAND OFF TO Z



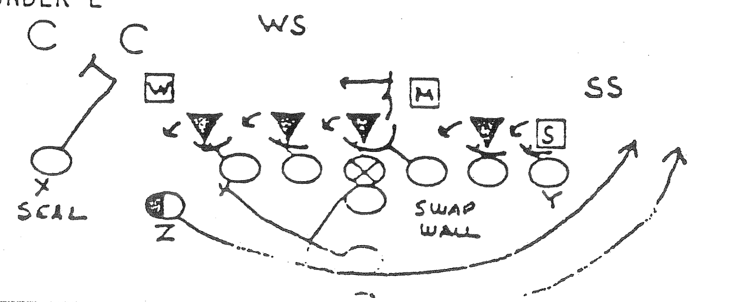
OVER

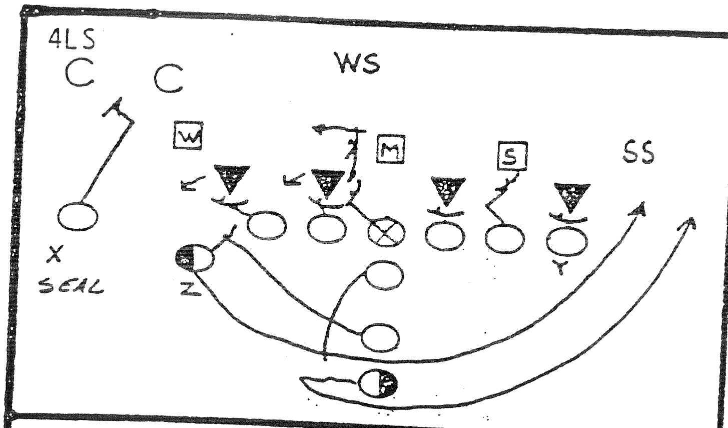


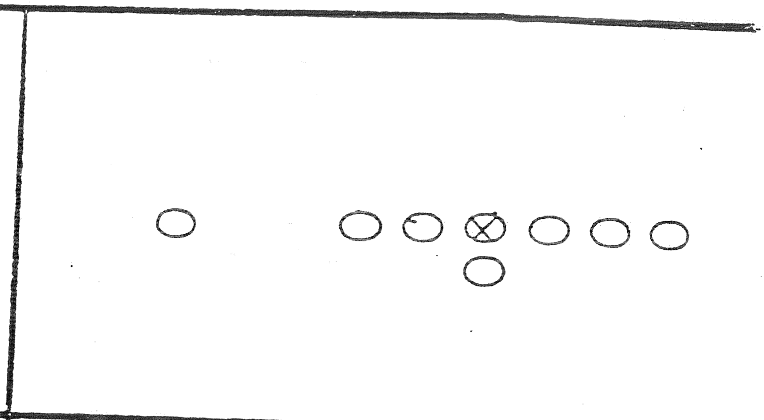
STACK

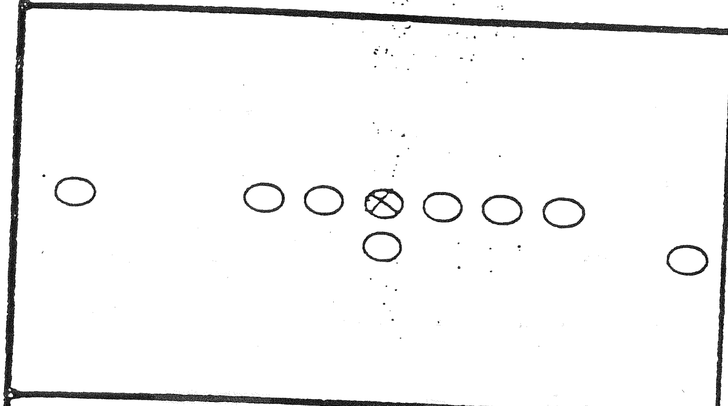


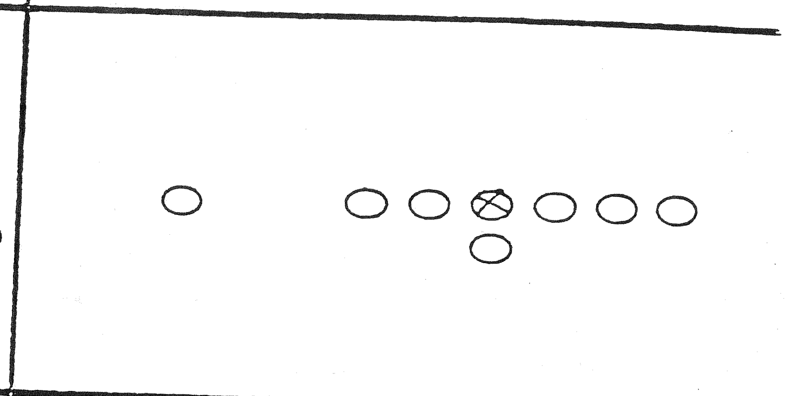
UNDER L

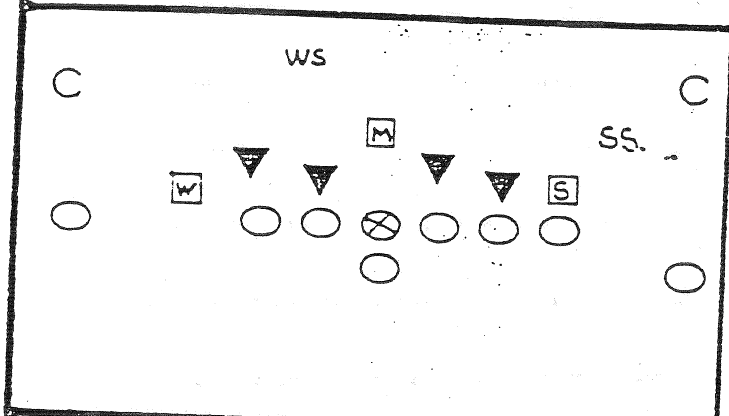


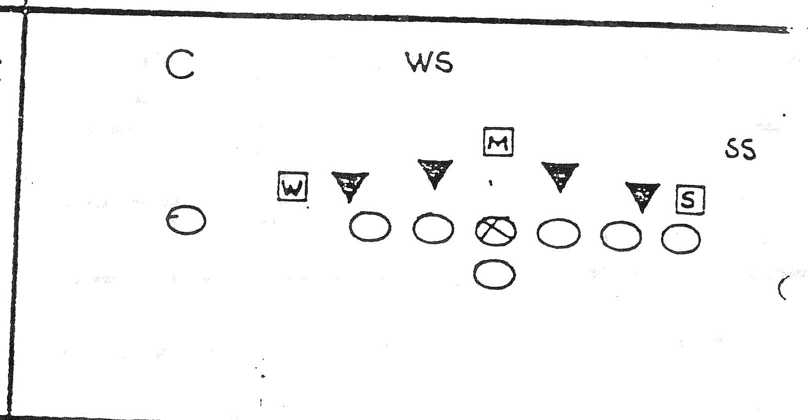

4LS
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SS
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SEAL
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Y

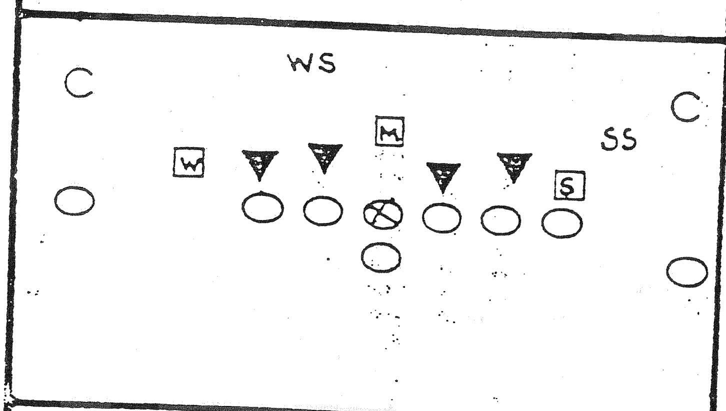


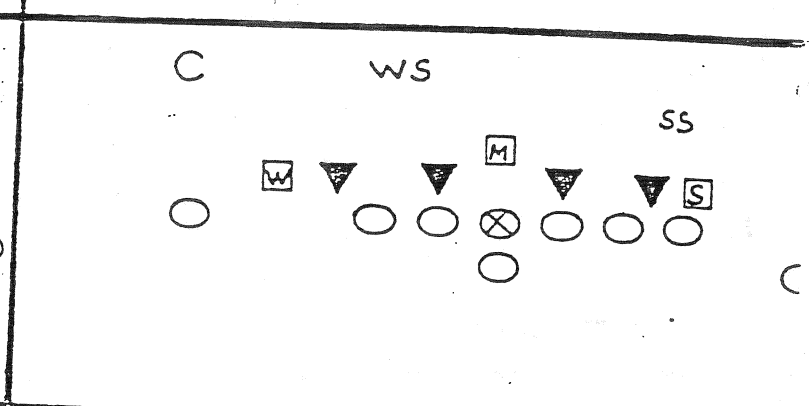


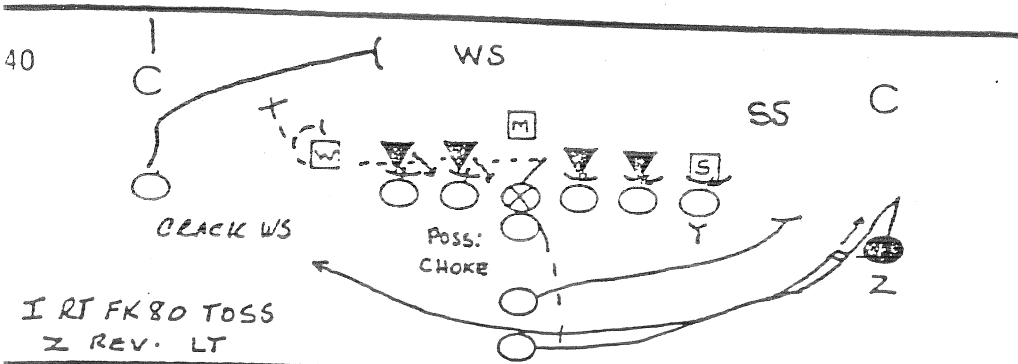



C
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S



PLAY: FAKE 80/90
Z REVERSE LEFT

SINE QUA NON:
SELL 80/90 TOSS

' - # MAN OVER. SELL 80/90 TOSS - GET HAT INSIDE.

N T - # MAN OVER. V. UNDER: SWAP # WALL OFF DT.

N G - COVERED: # MAN OVER. V. UNDER: SWAP # - WORK TO OUTSIDE - SEAL.
UNCOVERED: START RIM # - PULL - LEAD.

ENTER - COVERED: # MAN OVER. UNCOVERED: SLIP # _ WORK TO OUTSIDE - SEAL.

FF G - COVERED: # MAN OVER. UNCOVERED: SLIP # - CUT OFF LBER OVER YOU.

FF T - # MAN OVER. V. 4LS: CUT OFF LBER OVER YOU.

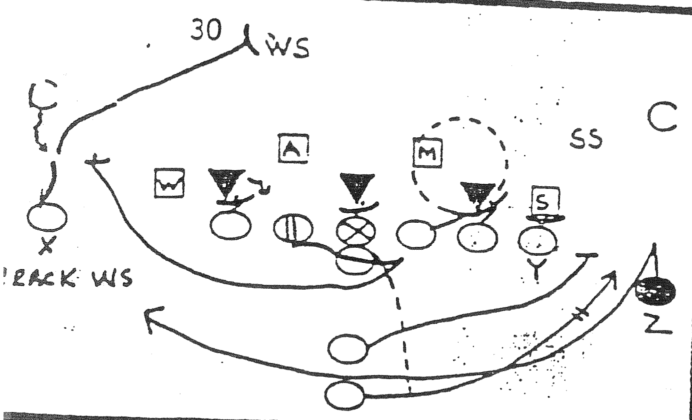
X - CRACK BACK WK SAFETY

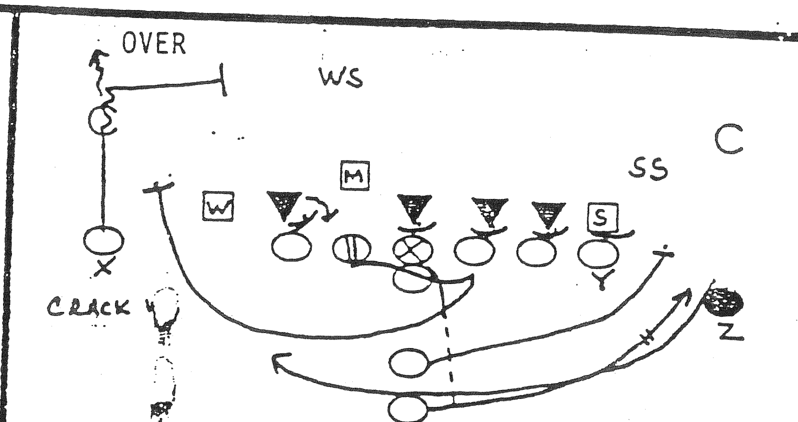
Z _ BALL CARRIER

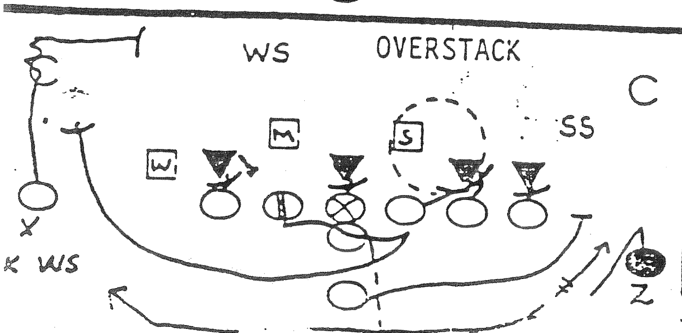
TB - RUN 80 TOSS HAND OFF TO Z

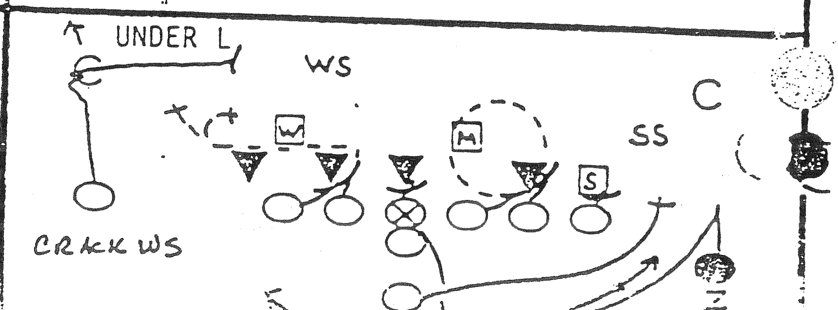
FB - BLOCK 80 TOSS

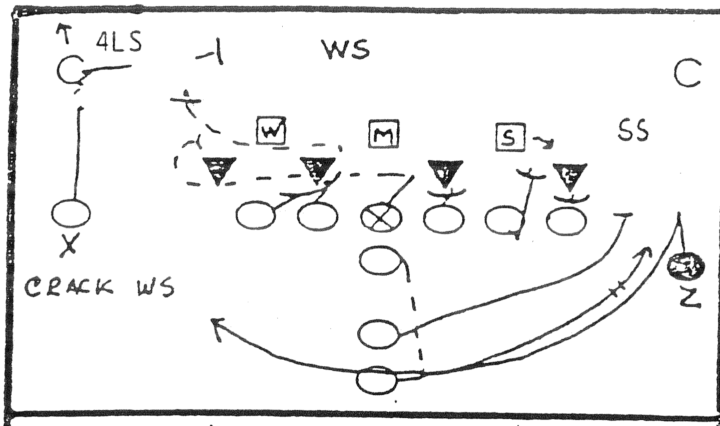
QB _ TOSS TO TB

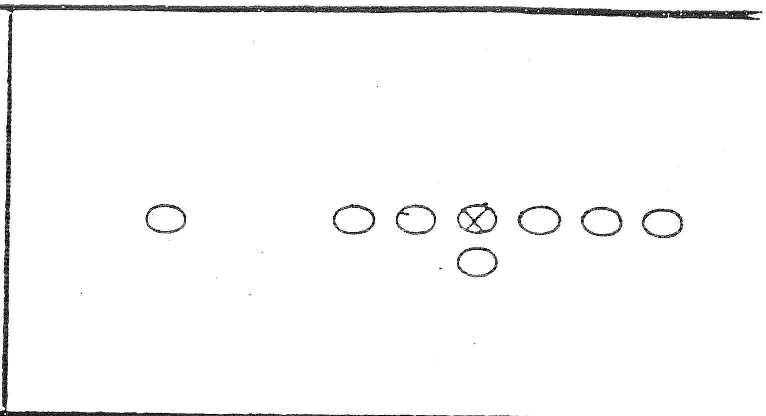


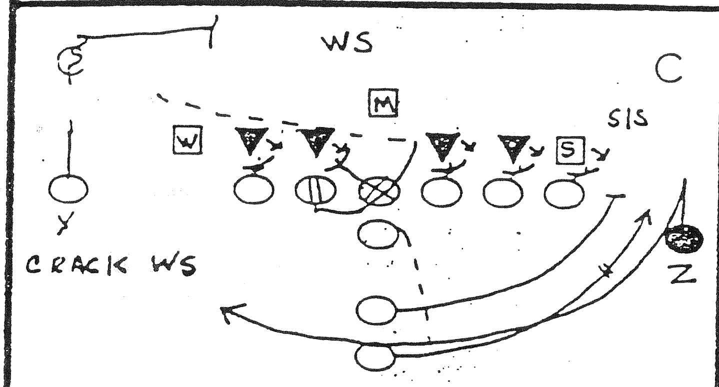


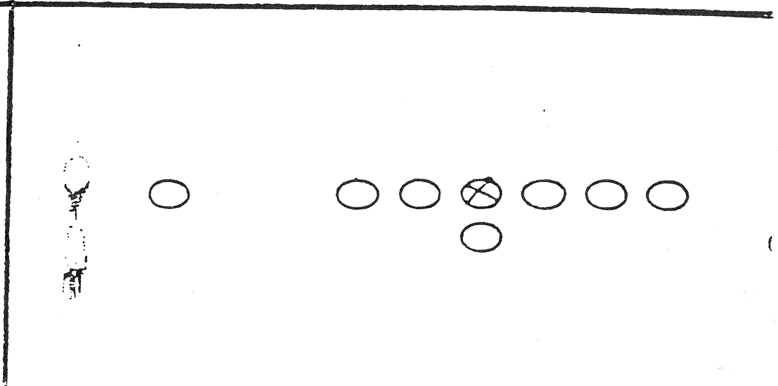


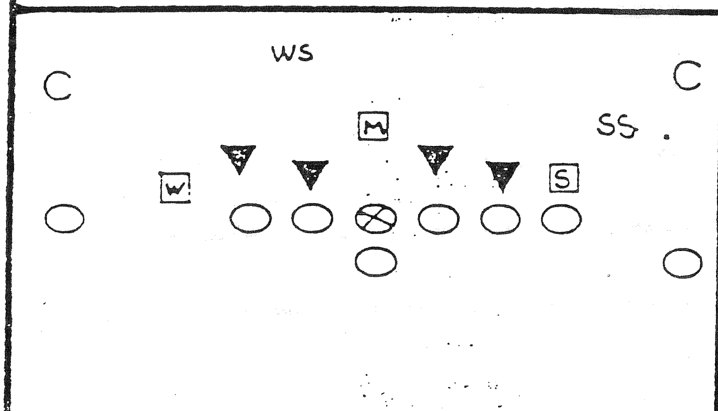


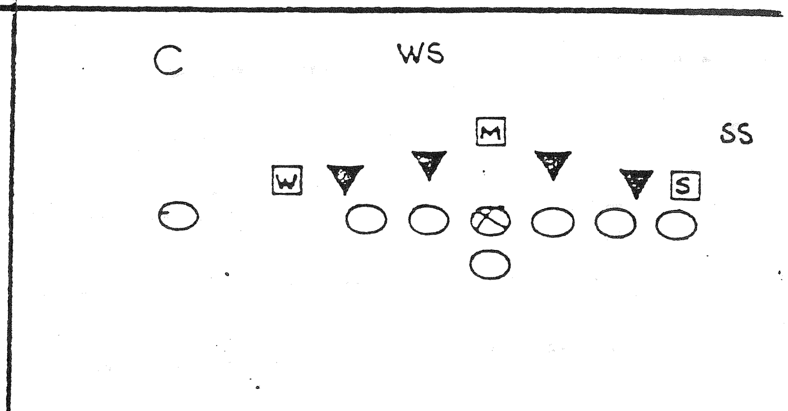

4LS
WS
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SS
X
CRACK WS
Z

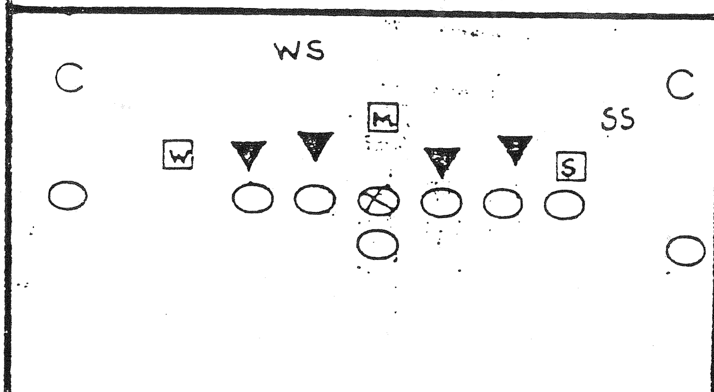


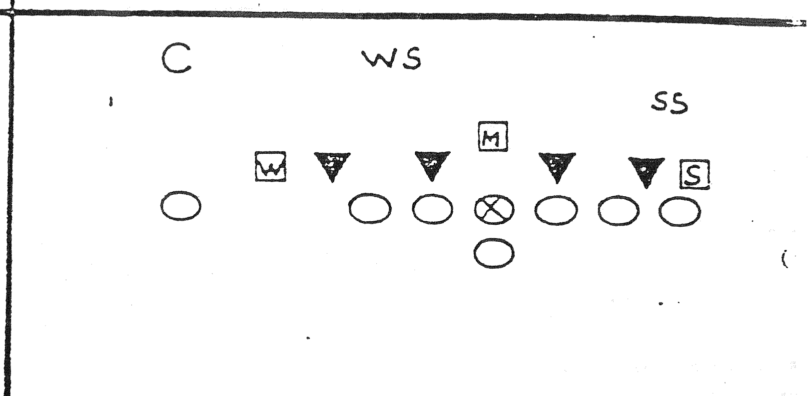

WS
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CRACK WS
Z




WS
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C
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WS
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C
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S

S.Y./G.L.

RUN

"O"/1 Z TRAP

20/30 DOG

20/30 DBL DIVE

40/50 LEAD

40/50 LEAD Z WHAM

40/50 Z TRAP

60/70 GEORGE

80/90 RIDE

80/90 POWER RIDE

80/90 POWER GEORGE

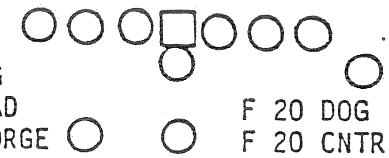
80/90 TOSS

QB 80/90 GEE OH

QB SNEAK/NUDGE

SHORT YDAGE/GOAL LINE RUNS BY FORMATION

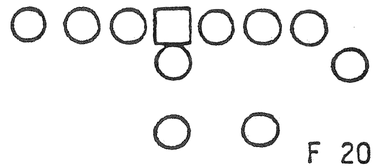
FAR RIGHT



F 30 DOG
F 50 LEAD
F 70 GEORGE
F 90 TOSS
H 30 DBL DIVE

F 20 DOG
F 20 CNTR
H 40 LEAD
H 80 RIDE
H 80 PWR RIDE
QB SNEAK/NUDGE

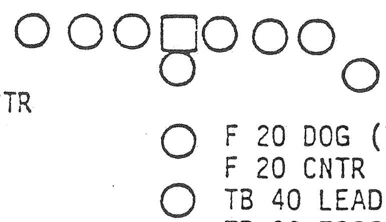
NEAR RIGHT



F 30 DOG
F 30 CNTR
H 90 RIDE

F 20 DOG
F 40 LEAD
F 80 PWR GEORGE
F 80 TOSS

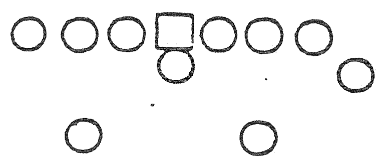
I RIGHT



F 30 CNTR

F 20 DOG (TB)
F 20 CNTR (TB)
TB 40 LEAD
TB 80 TOSS
QB SNEAK/NUDGE
TB 80 RIDE/PWR RIDE

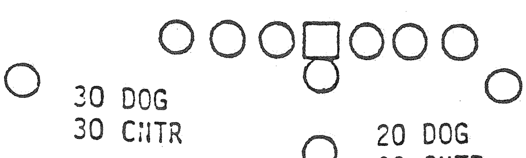
SPLIT RIGHT



F 1 Z TRAP
F 50 Z TRAP

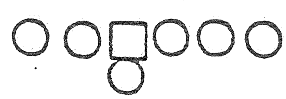
QB 80 GEE OH
QB SNEAK/NUDGE

TWINS RIGHT



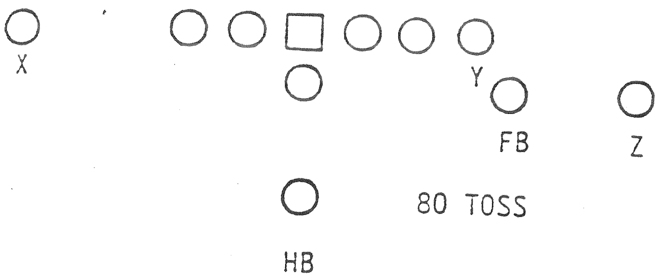
30 DOG
30 CNTR

20 DOG
20 CNTR
60 GEORGE
[illegible]



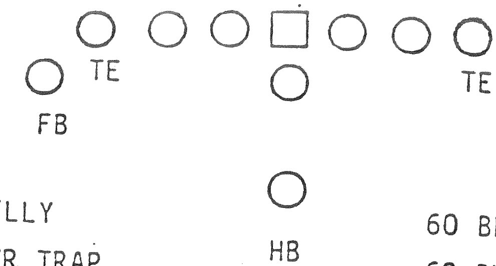
SHORT YARDAGE RUNS BY FORMATION

NEAR RT UP (SLOT)



80 TOSS

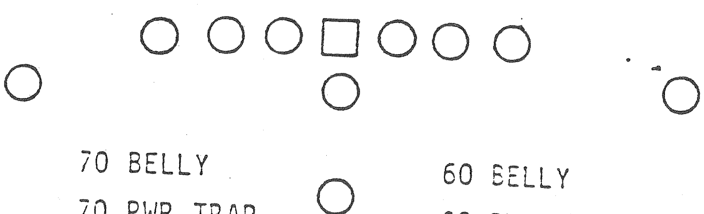
FAR RT UP (2 TE)



70 BELLY
70 PWR TRAP
90 TOSS

60 BELLY
60 PWR TRAP

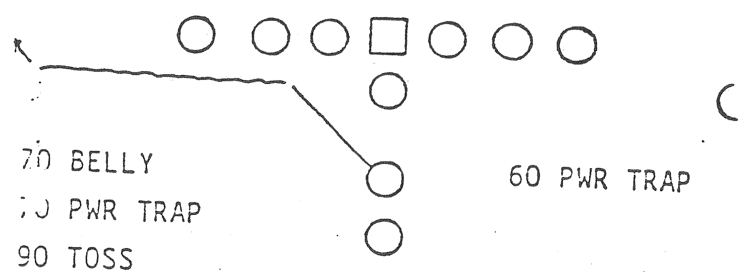
DEUCE RT



70 BELLY
70 PWR TRAP
90 TOSS

60 BELLY
60 PWR TRAP

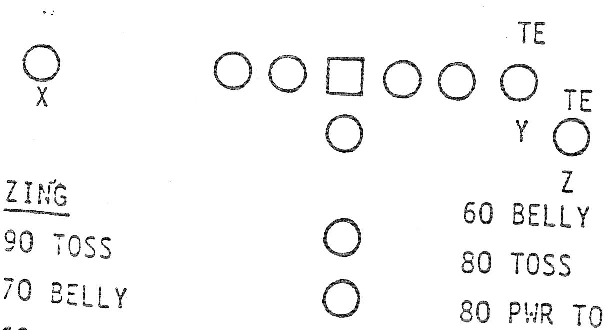
I RT (2 TE) F JET



70 BELLY
70 PWR TRAP
90 TOSS

60 PWR TRAP

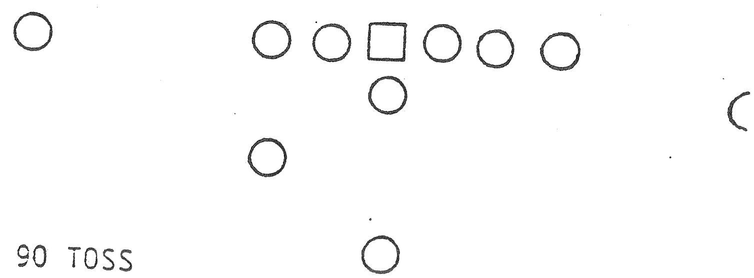
I RT PAIR



<u>ZING</u>
90 TOSS
70 BELLY
60 PWR TRAP

60 BELLY
80 TOSS
80 PWR TOSS
80 FLIP

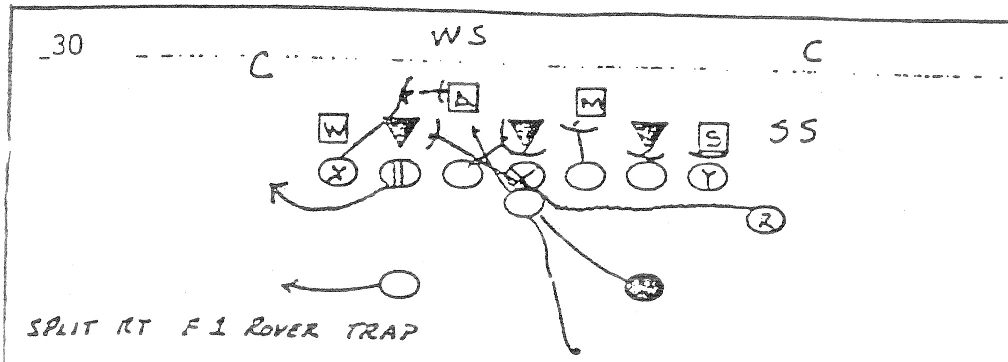
COCKED I RT



90 TOSS
QK COUNT

SY/G!

30



PLAY: 0/1 ~~ROVER~~ Z TRAP

SINE QUA NON:
ROVER TIMING FOR
SNAPPING BALL

Y- ONSIDE: STEP DWN. (LIKE TAKE #), # INSIDE. 62 PLUGGER: LOOK FOR INSIDE LBER QUICK
30, 52: # INSIDE LBER. BACKSIDE: # MAN

ON T - PULL — # ANYBODY THAT CROSSES YOUR FACE - USE FLIP TECH.

ON G - V. EVEN: MLBER - # MLBER, 62 PLUGGER: SET TURN OUT.
MDM. V. 30, 52: DBL TM # W/CENTER

CENTER - V. EVEN: # BACK- DBL TM W/OFF G.
V. 62 PLUGGER: USE "COW" TECH. V. 30, 52: DBL TEAM # W/ON G

OFF G - V. EVEN: # MAN OVER — DBL. TM # W/CENTER. V. 62 PLUGGER # MAN OVER.
V. 30, 52: # LBER OVER YOU.

OFF T - # MAN OVER YOU.

X ONSIDE: STEP DOWN (LIKE TAKE #), # FIRST INSIDE LBER
BACKSIDE: # MAN OVER

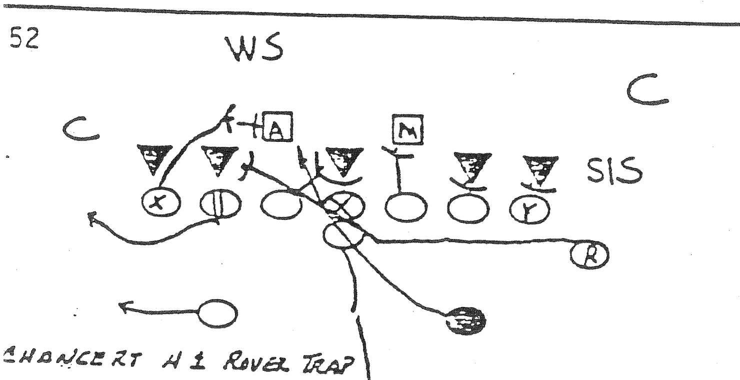
~~ROVER~~ Z TRAP 1ST MAN PAST C

HB FK PITCH

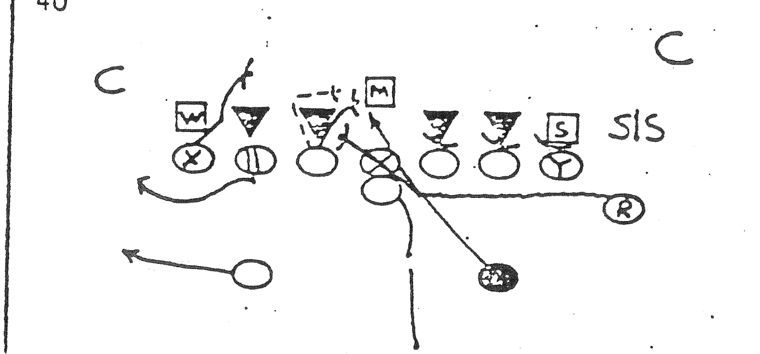
FB BALL CARRIER

QB UNDERNEATH HAND OFF

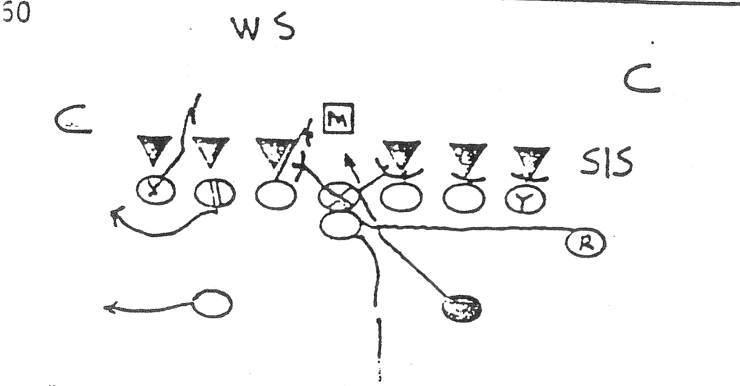
52



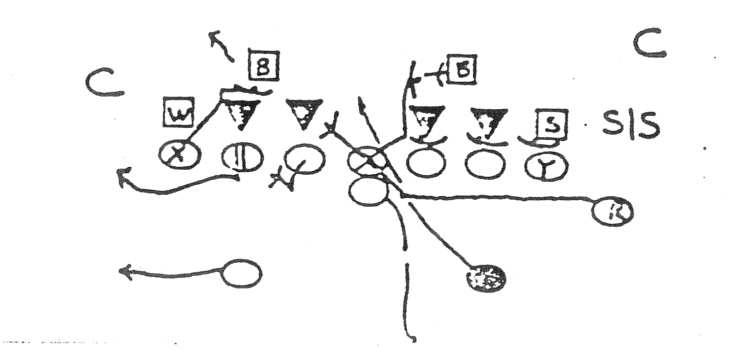
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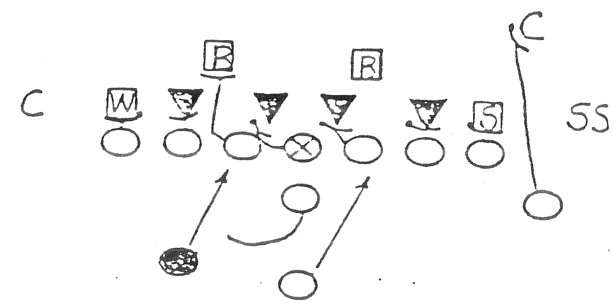
50



6-2 PLUGGER



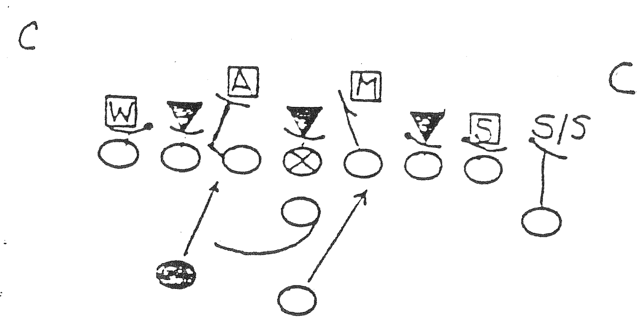
6-2 PLUGGER

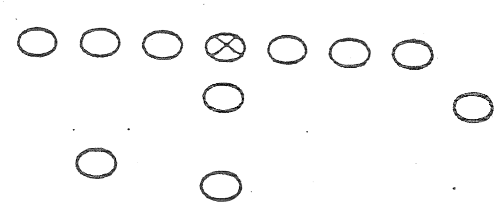


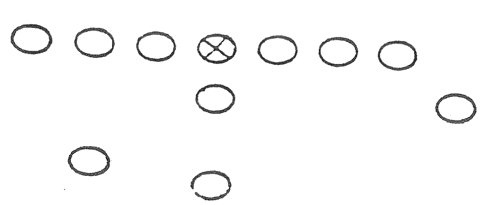
PLAY: 20/30 DOUBLE DIVE

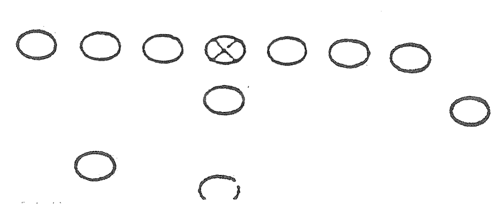
Y	# MAN OVER - GET HAT INSIDE
ONT	# MAN OVER - HEAD ON MIDDLE
ONG	TAKE STEP TO DE
CENTER	VS EVEN STEP FLAT - REACH #DT - CUT HIM VS ODD - # MAN OVER
OFF G	# MAN OVER - GET HAT INSIDE
OFF T	# MAN OVER - GET HAT INSIDE
X	# MAN OVER - GET HAT INSIDE
Z	# BLOCK MAN OVER - GET HAT INSIDE
HB	BALL CARRIER
FB	FAKE - DIVE STRONG
QB	REVERSE PIVOT HAND BALL TO HB

30 W/S

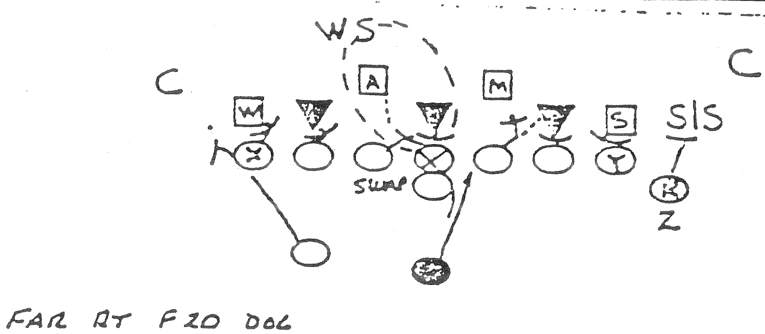








30



PLAY: 20/30 DOG

SINE QUA NON:
GET HATS INSIDE AND ALLOW NO PENETRATION!

Y- # MAN OVER. GET HAT INSIDE.

ON T - # MAN OVER. GET HAT INSIDE. V. BUBBLE: ON G HELP W/DE PINCH.

ON G - # MAN OVER. V. EVEN: DBL TM W/CENTER. V. BUBBLE: TAKE STEP TO DE.

CENTER - V. EVEN: TAKE SLIP # STEP — WORK W/ON G. COVERED: # MAN OVER; OFF G UNCOVERED: USE SWAP # TECH.

OFF G - # MAN OVER. UNCOVERED: USE SWAP # TECH W/CENTER.

OFF T - # MAN OVER. GET HAT INSIDE.

X # MAN OVER. GET HAT INSIDE.

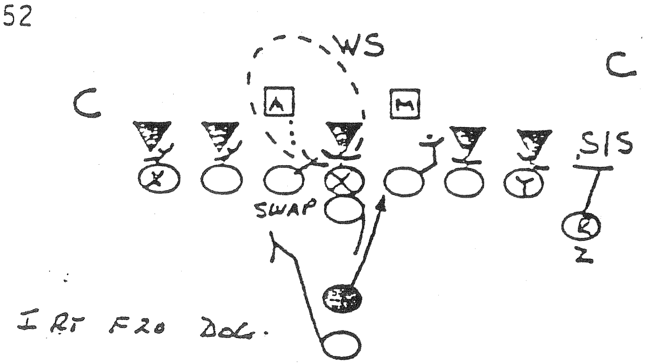
Z BLOCK MAN OVER - GET HAT INSIDE.

HB SEAL MAN OUTSIDE TE. GET HAT INSIDE.

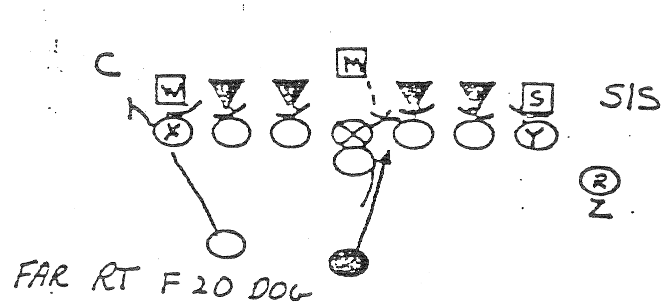
FB BALL CARRIER.

QB OPEN TO HOLE - HAND OFF.

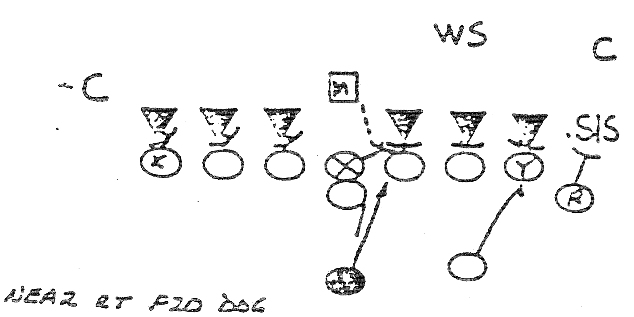
52



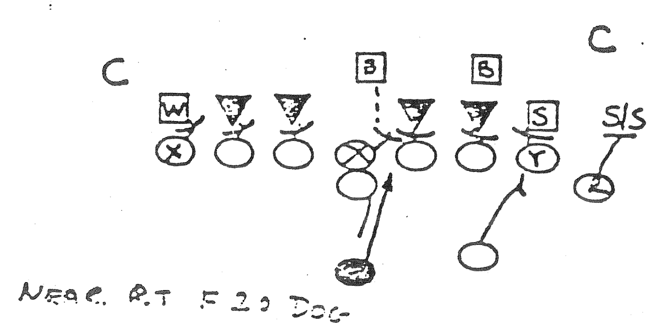
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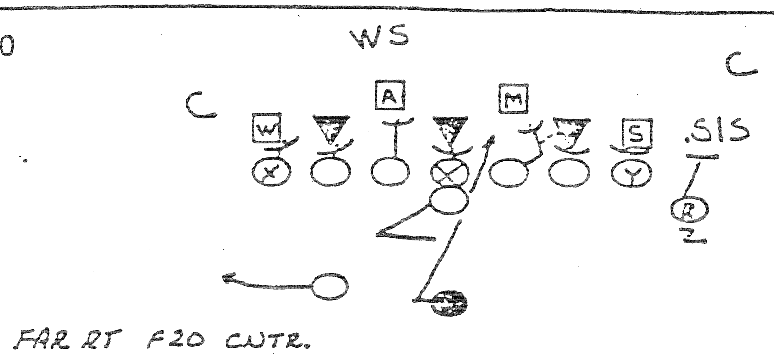
60



6-2 PLUGGER



30



PLAY: 20/30 COUNTER

SINE QUA NON:
GET HATS INSIDE AND ALLOW NO PENETRATION

Y- # MAN OVER. GET HAT INSIDE.

ON T - # MAN OVER. GET HAT INSIDE. V. BUBBLE: ON G WILL HELP YOU W/DE PINCH

ON G - # MAN OVER. V. EVEN: DBL TM W/CENTER. V. BUBBLE: TAKE STEP TO DE - ALERT FOR QUICK PINCH

CENTER - V. EVEN: TAKE SLIP # STEP, WORK W/ON G. COVERED: # MAN OVER

OFF G - # MAN OVER. GET HAT INSIDE.

OFF T - # MAN OVER. GET HAT INSIDE.

X # MAN OVER. GET HAT INSIDE.

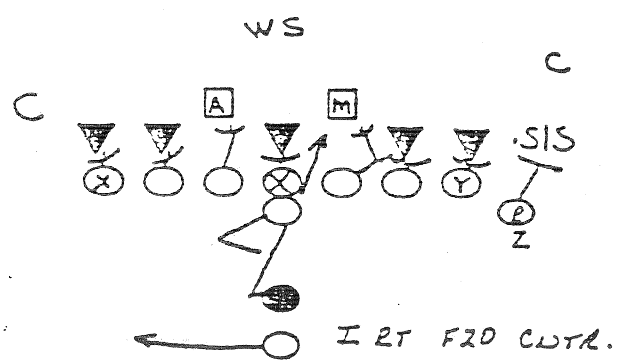
Z BLOCK MAN OVER - GET HAT INSIDE.

HB FAKE TOSS.

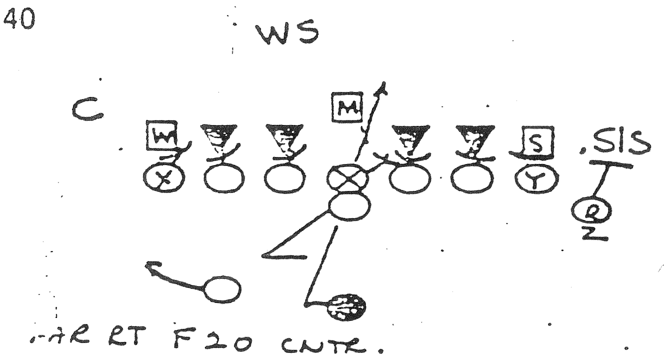
FB BALL CARRIER.

QB FK TOSS HAND BACK TO BC.

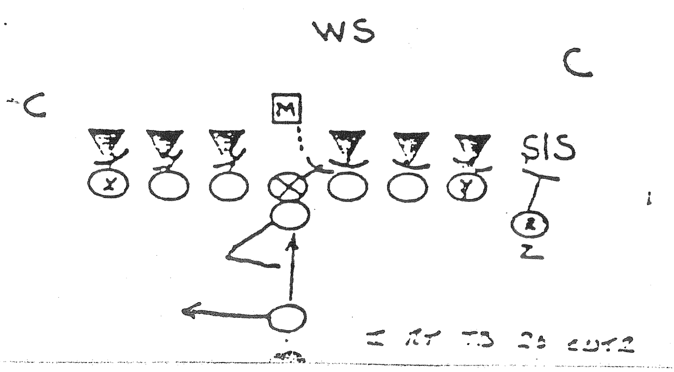
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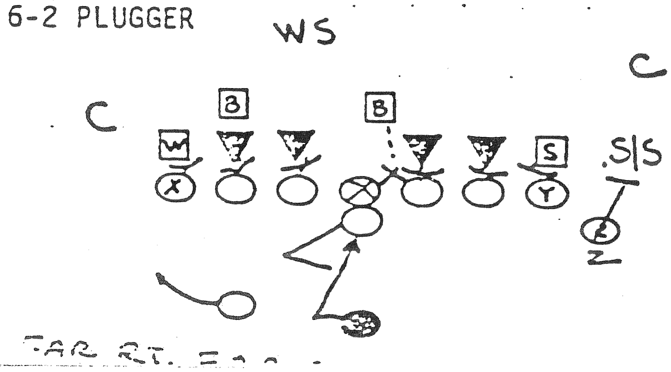
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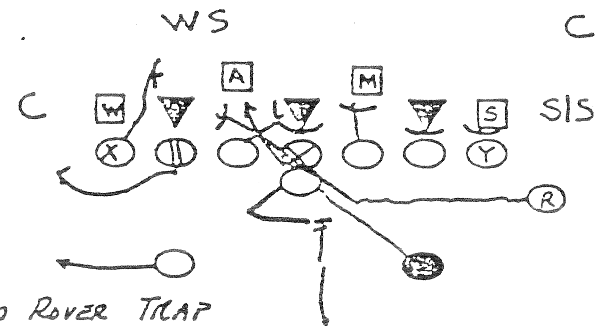
60



6-2 PLUGGER



30



SPLIT RT F 50 ROVER TRAP

PLAY: PITCH 50/40 ROVER TRAP

SINE QUA NON:
ROVER TIMING FOR SNAPPING BALL

Y - ONSIDE: STEP DOWN (LIKE TAKE #), # FIRST INSIDE LBER.
BACKSIDE: # MAN OVER

ON T - PULL - # ANYBODY THAT CROSSES YOUR FACE - USE FLIP TECH.

ON G - V. EVEN - # MAN OVER. V. 30, 52: DBL TM # W/CENTER

CENTER - V. EVEN - # BACK - DBL TM W/OFF G. V. 62 PLUGGER: USE "COW" TECH.
V. 30, 52: DBL TM # W/ON G

OFF G - V. EVEN - # MAN OVER - DBL TM # W/CENTER. V. 62 PLUGGER: # MAN OVER.
V. 30, 52: # LBER OVER YOU

OFF T - # MAN OVER

X ONSIDE: STEP DOWN (LIKE TAKE #), # FIRST INSIDE LBER.
BACKSIDE: # MAN OVER.

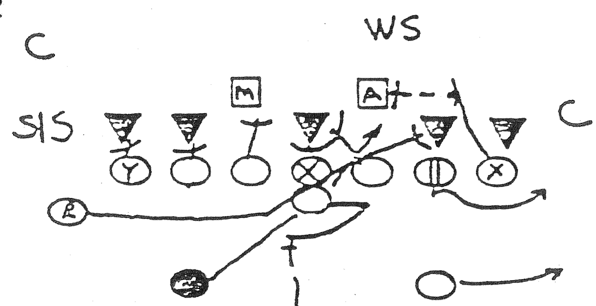
ROVER: TRAP 1ST MAN PAST GUARD.

HB FK. PITCH.

FB BALL CARRIER.

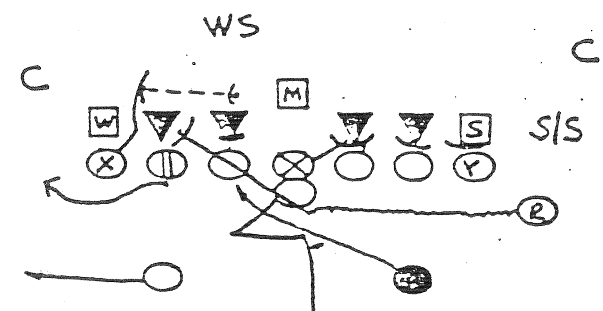
QB FAKE PITCH HAND BACK

2



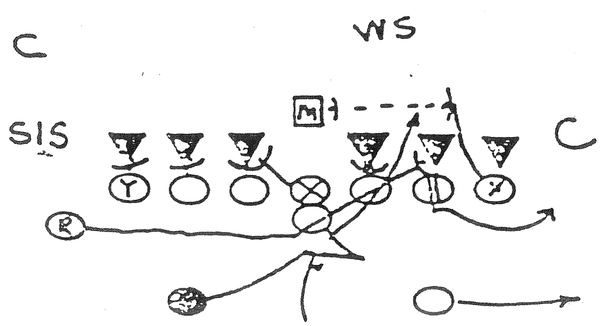
HANGE LT H 40 ROVER TRAP

40

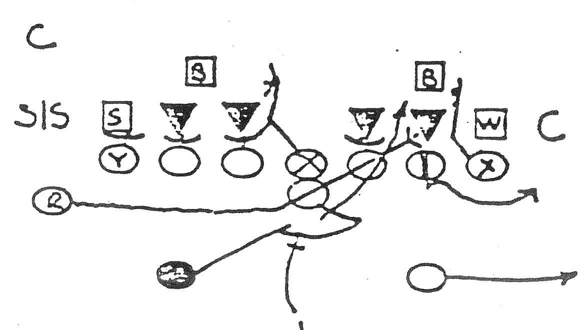


SPLIT RT F 50 ROVER TRAP

0

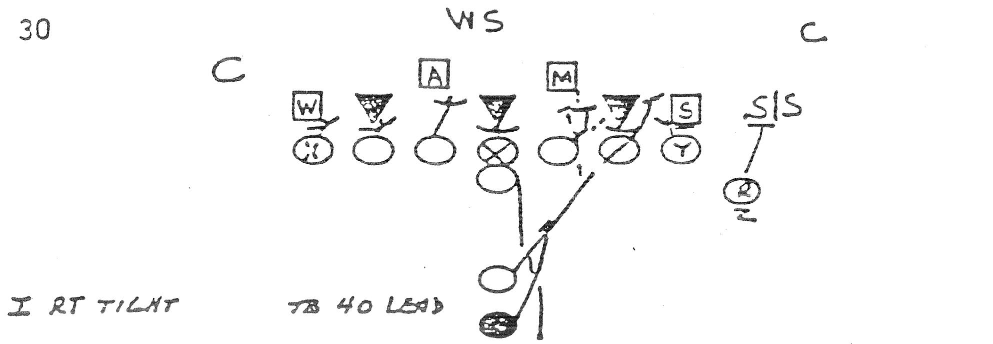


6-2 PLUGGER



SPLIT LT F 60 ROVER TRAP

30



PLAY: 40/50 LEAD
FB OR HB BALL CARRIER

SINE QUA NON:
MUST GET LEVERAGE WITH YOUR BLOCKS

Y- # MAN OVER - GET HAT INSIDE.

ON T - # MAN OVER. GET HAT INSIDE. V. BUBBLE: ON G WILL HELP YOU W/DE PINCH

ON G - # MAN OVER. V. EVEN: DBL TM W/CENTER. V. BUBBLE: TAKE STEP TO DE - ALERT FOR QUICK PINCH

CENTER - V. EVEN: TAKE SLIP # STEP, WORK W/ON G. COVERED: # MAN OVER. V. 30; 52: EXPECT FB HELP ON NT.

OFF G - # MAN OVER - GET HAT INSIDE.

OFF T - # MAN OVER - GET HAT INSIDE.

X # MAN OVER _ GET HAT INSIDE

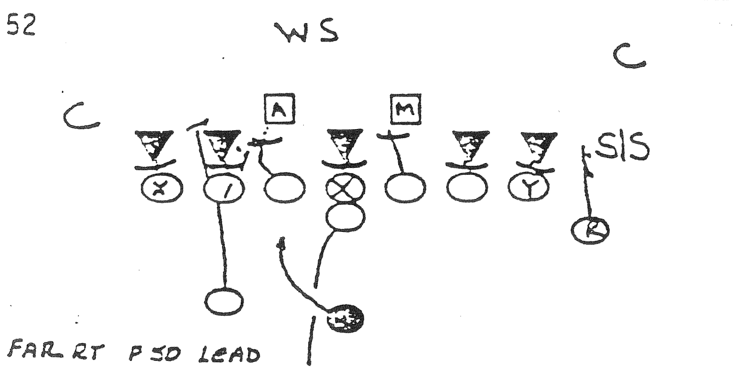
Z TO: BLOCK MAN OVER-GET HAT INSIDE. AWAY: SEAL ON MAN OVER

HB BALL CARRIER.

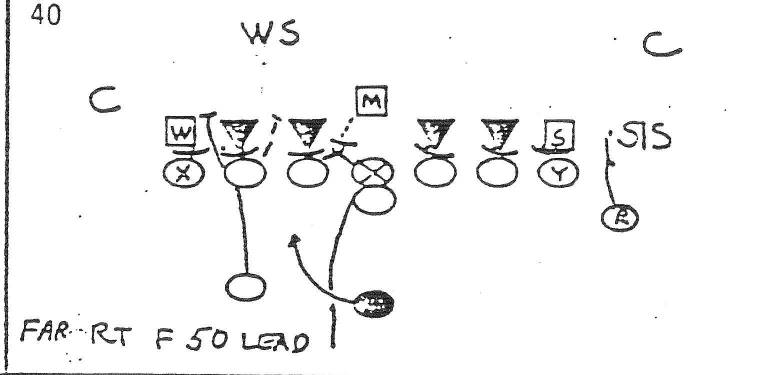
FB BLOCK 1ST MAN READING OT'S # FOR PATH.

QB FORMATION WILL DICTATE BALL HANDLING.

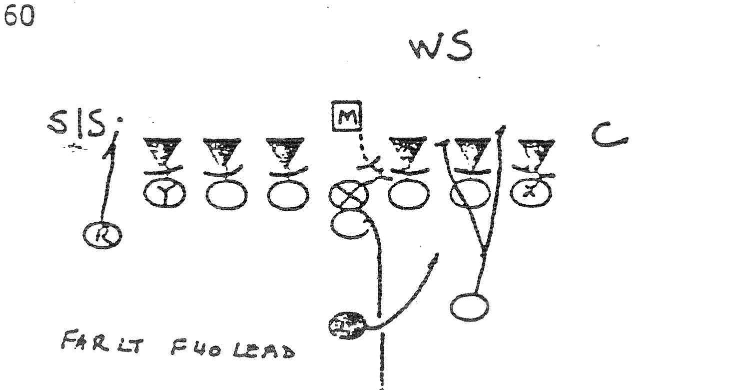
52



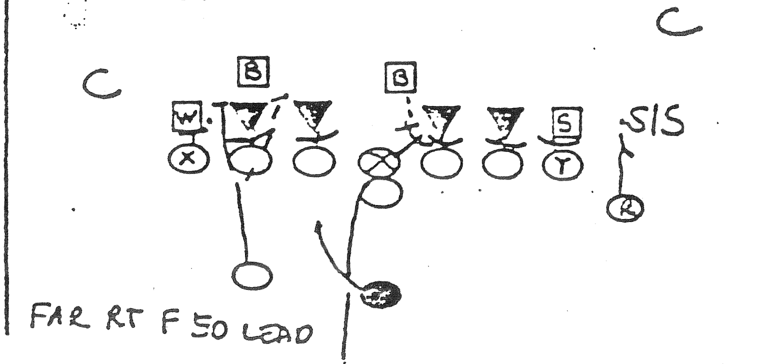
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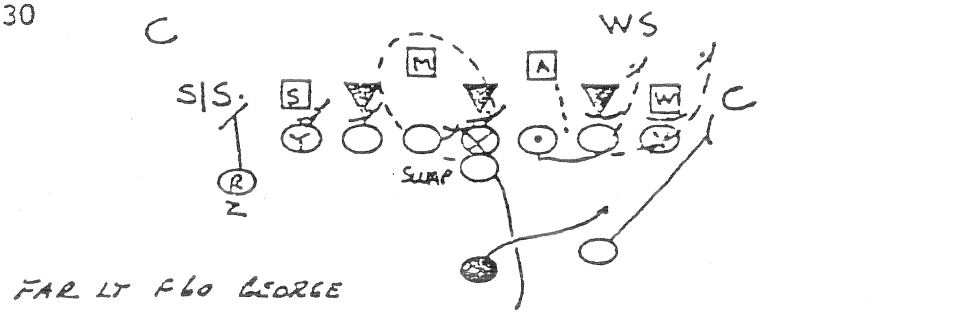
60



6-? PLUGGER



30



PLAY: 60/70 GEORGE

SINE QUA NON:
Y AND ON T _ PUT HAT SQUARE IN CROTCH OF MAN OVER YOU.

Y- ONSIDE: # MAN OVER _ PUT HAT SQUARE IN CROTCH - DON'T ALLOW PENETRATION.
BACKSIDE: V. EVEN: SWOOP#. V. ODD (30, 52): # MAN OVER

ON T - # MAN OVER - PUT HAT SQUARE IN CROTCH _ DON'T ALLOW PENETRATION
V. 62 PLUGGER: POSS. DBL.SLIP.

ON G - PULL-READ TE'S BLOCK - LOOK FOR INSIDE LBER.
V. 62 PLUGGER: POSS DBL.SLIP

CENTER - V. EVEN: PULL FLAT - REACH # DT _ CUT HIM. V. ODD (30, 52): SWAP #

OFF G - V. EVEN: SWOOP #. V. ODD (30, 52): SWAP # W/CENTER

OFF T - V. EVEN: SWOOP #. V. ODD (30, 52): # MAN OVER

X ONSIDE: # MAN OVER -PUT HAT SQUARE IN CROTCH - DON'T ALLOW PENETRATION.
BACKSIDE: V. EVEN: SWOOP #. V. ODD: # MAN OVER.

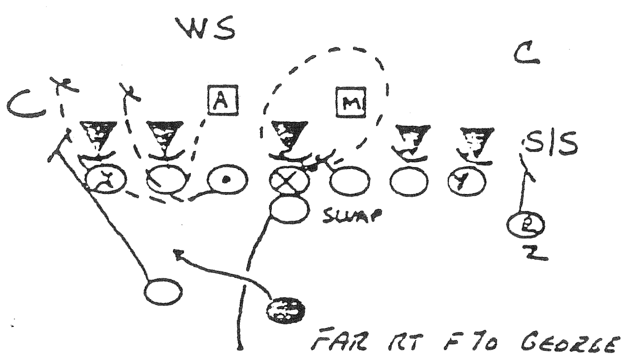
Z BLOCK MAN OVER - PUT HAT INSIDE.

HB BLOCK MAN OUTSIDE Y.

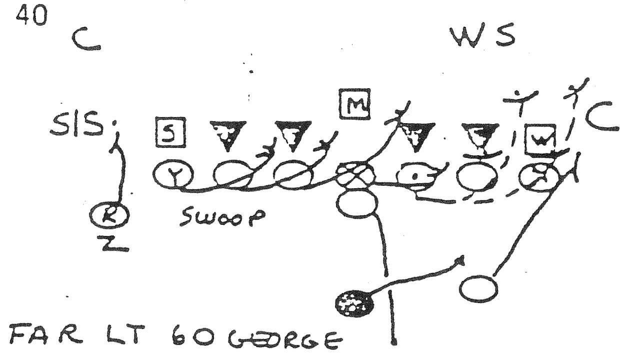
FB BALL CARRIER.

QB FRONT OUT - HAND TO F.

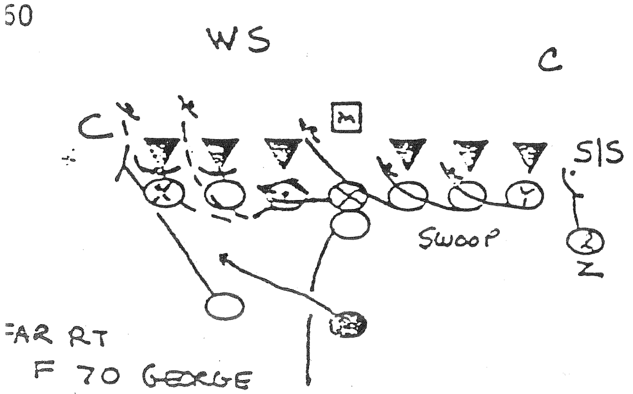
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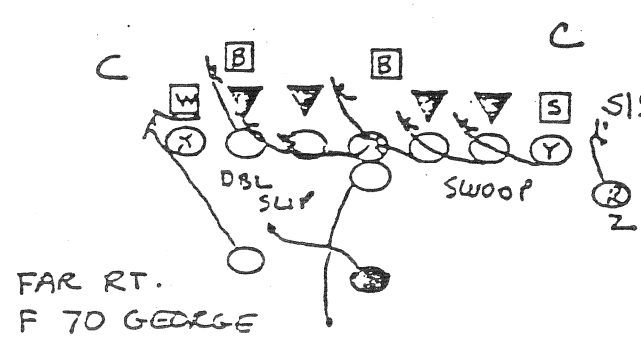
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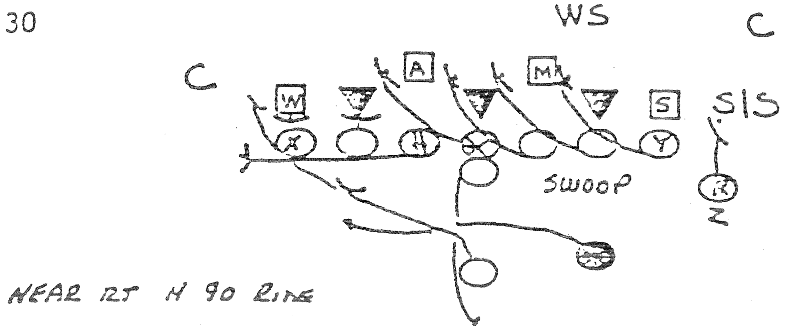
50



6-2 PLUGGER



30



PLAY: 80/90 RIDE

SINEQUA NON:
UNDERSTAND GUARD-CENTER AREA CONCEPT. Y'S BLOCK - BIG ONE!!

Y- # MAN OVER - NO PENETRATION - STAY ON HIM.

ON T - # MAN OVER - PUT HAT SQUARE IN CROTCH.

ON G - PULL — # FIRST FORCE. (EXPECT QK.FORCE)

CENTER - V. EVEN: PULL FLAT - REACH # DT - CUT HIM.
V. ODD (30, 52): # AREA BETWEEN YOU AND ON T.

OFF G - V. EVEN : SWOOP #. V. ODD (30, 52): SWOOP # (PULL PAST NT)

OFF T - SWOOP #

X SWOOP #

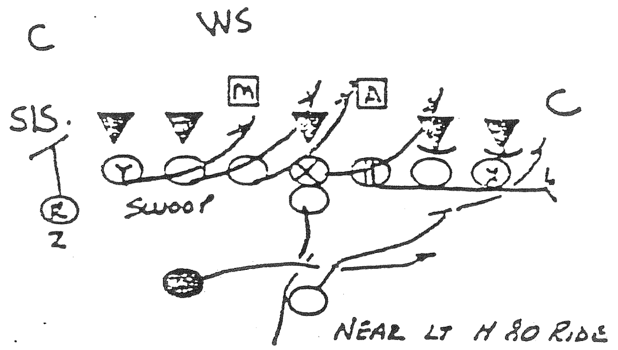
Z BLOCK MAN OVER - PUT HAT INSIDE.

HB BALL CARRIER.

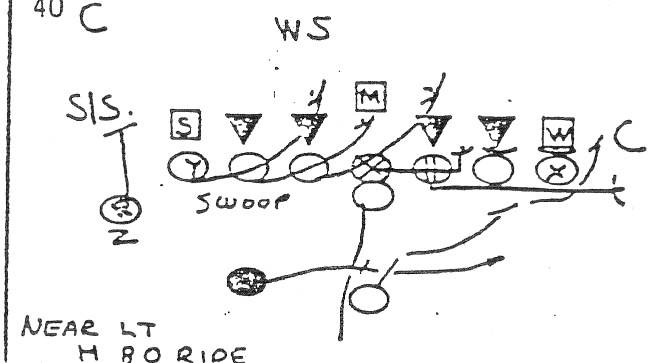
FB MIRROR MLB (ALB) FROM OT-TE GAP OUT.

QB OPEN TO HOLE HAND BALL TO H

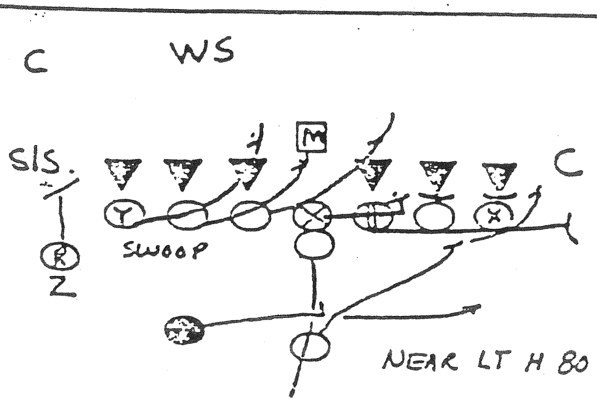
52



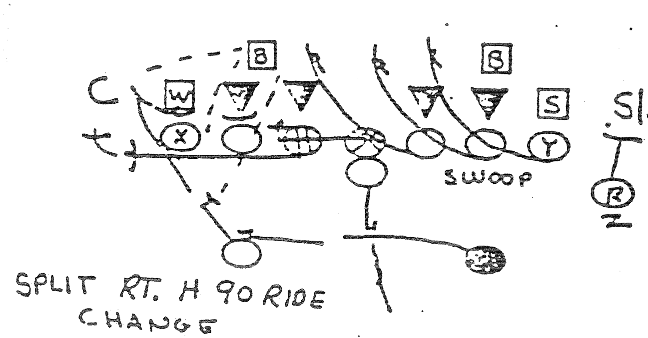
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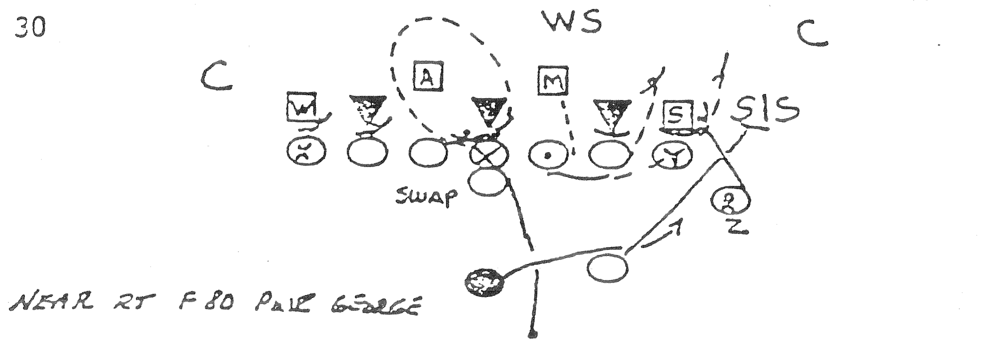
50



6-2 PLUGGER



30



PLAY: 80/90 POWER GEORGE

SINE QUA NON:
Y AND ON T - DON'T ALLOW PENETRATION

Y- ONSIDE: # MAN OVER, DBL TM. W/Z
BACKSIDE: V. EVEN: SWOOP #. V. ODD (30. 52): # MAN OVER

MAN OVER - PUT HAT SQUARE IN CROTCH - DON'T ALLOW PENETRATION.
ON T - V. 62 PLUGGER: POSS: DBL. SLIP.

ON G - PULL-READ TE'S BLK - LOOK FOR INSIDE LBER. V. 62 PLUGGER: POSS DBL. SLIP.

CENTER - V. EVEN: PULL FLAT-REACH # DT _ CUT HIM. V. ODD (30, 52): SWAP #.

OFF G - V. EVEN: SWOOP #. V. ODD (30,52): SWAP # W/CENTER

OFF T - V. EVEN: SWOOP #. V. ODD (30, 52): # MAN OVER

X ONSIDE: # MAN OVER, DBL TM W/Z.
BACKSIDE: V. EVEN: SWOOP #. V. ODD (30.52): # MAN OVER.

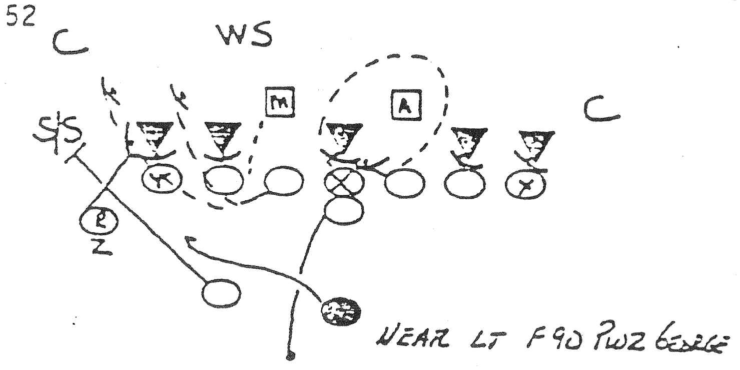
Z DOUBLE TEAM W/Y.

HB BLOCK 1ST MAN OUTSIDE DBL. TEAM.

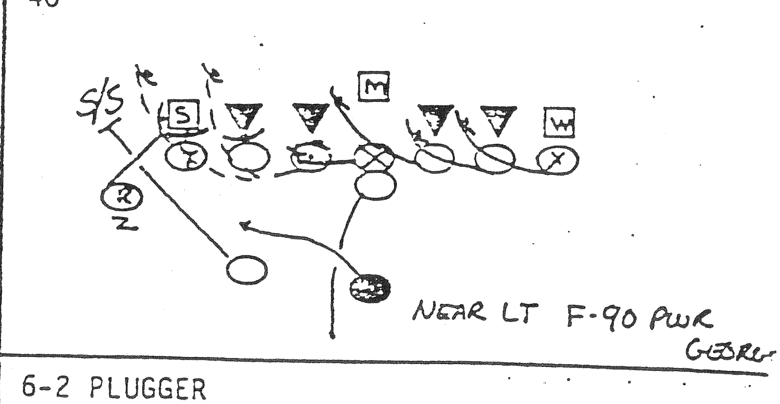
FB BALL CARRIER.

QB FRONT OUT - HAND TO F.

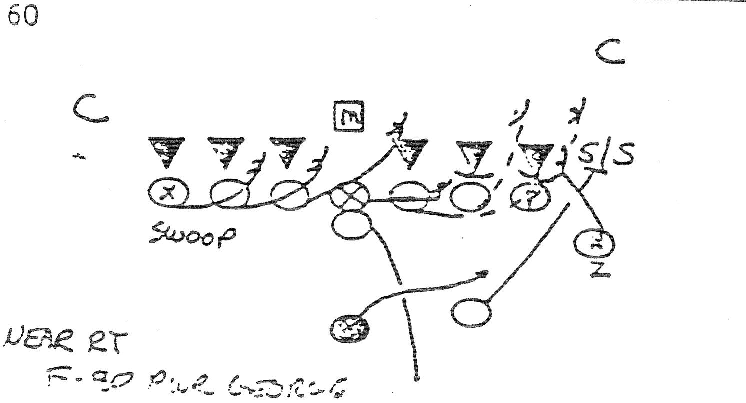
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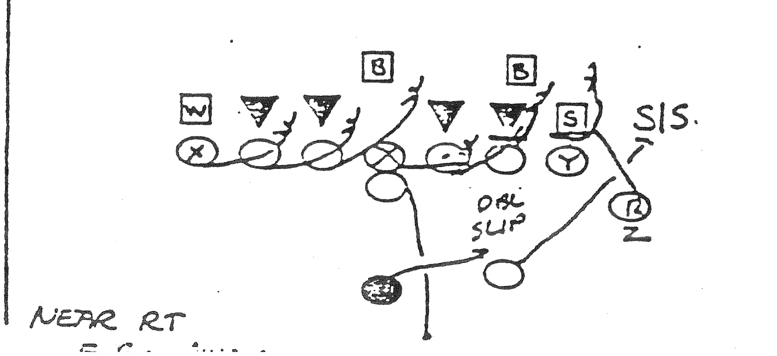
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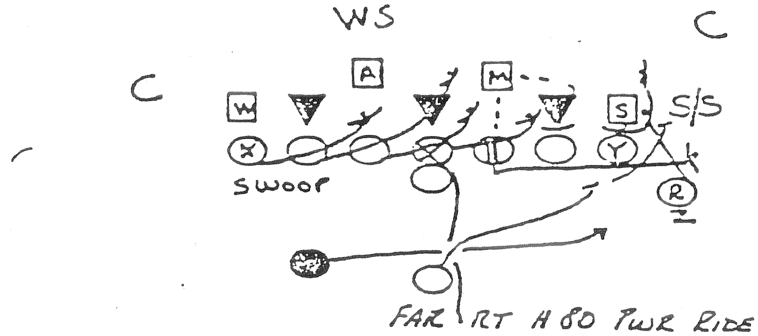
60



6-2 PLUGGER



30



PLAY: 80/90 POWER RIDE

SINE QUA NON:
UNDERSTAND GUARD-CENTER AREA CONCEPT.

Y-# MAN OVER - DBL TM W/Z

ON T - # MAN OVER - PUT HAT SQUARE IN CROTCH.

ON G - PULL - # FIRST FORCE (EXPECT QK. FORCE).

CENTER - V. EVEN: PULL FLAT - REACH # DT _ CUT HIM
V. ODD (30, 52): # AREA BETWEEN YOU AND ON T.

OFF G - V EVEN: SWOOP #. V. ODD (30,52): SWOOP # (PULL PAST NT.).

OFF T - SWOOP #.

X SWOOP #.

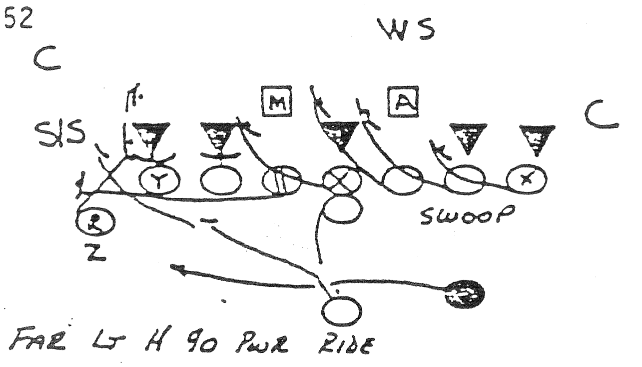
Z DOUBLE TEAM W/Y.

HB BALL CARRIER.

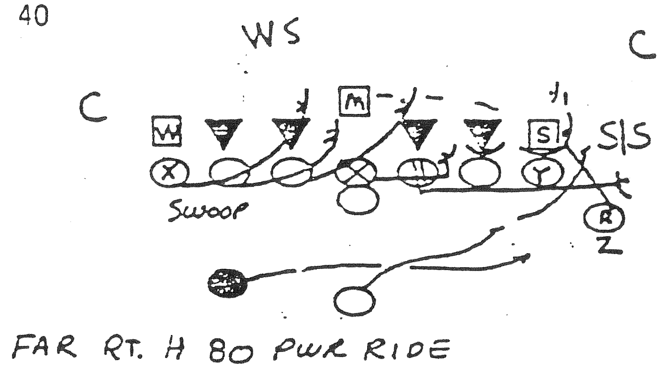
FB MIRROR MLB FROM OT-TE GAP OUT.

QB OPEN TO HOLE HAND TO HB

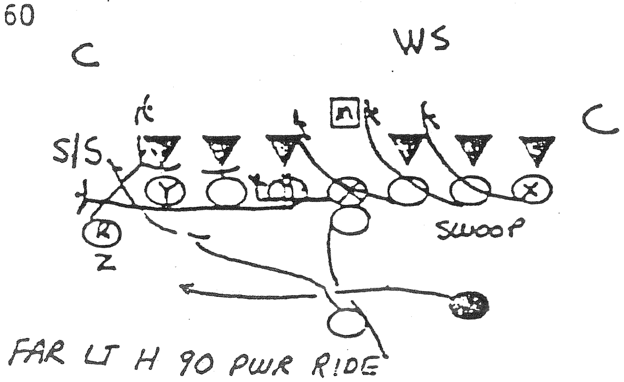
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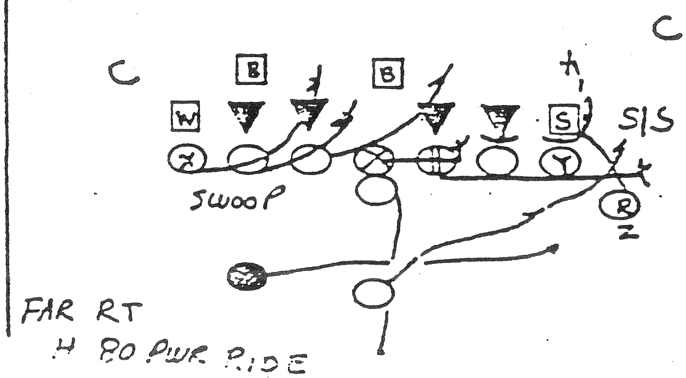
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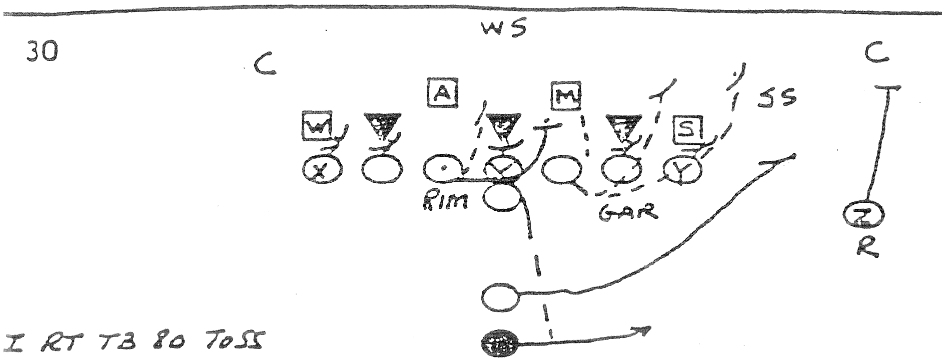
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6-2 PLUGGER



30



PLAY: 80/90 TOSS

SINE QUA NON:
BACKSIDE KNOW WHEN TO
SWOOP BLOCK

Y- # MAN OVER.

ON T - # MAN OVER. V. BUBBLE OVER ON G: GAR # OR SLIP #.

ON G - # MAN OVER. V. EVEN: SLIP # W/CENTER, "GEORGE" CALL, PULL - # LBER TO YOUR SIDE (EX. 62 PLUGGER).

CENTER - V. EVEN: SLIP # W/ON G, (POSS: PULL) V. 30, 52: RIM # OR SWAP #.
V. 62 PLUGGER PULL - FLAT CUT DT.

OFF G - V. EVEN: SWOOP #. V. 30, 52: # MAN OVER.

OFF T - V. EVEN: SWOOP #. V 30, 52: # MAN OVER.

X V. EVEN: SWOOP #. V. 30, 52: # MAN OVER.

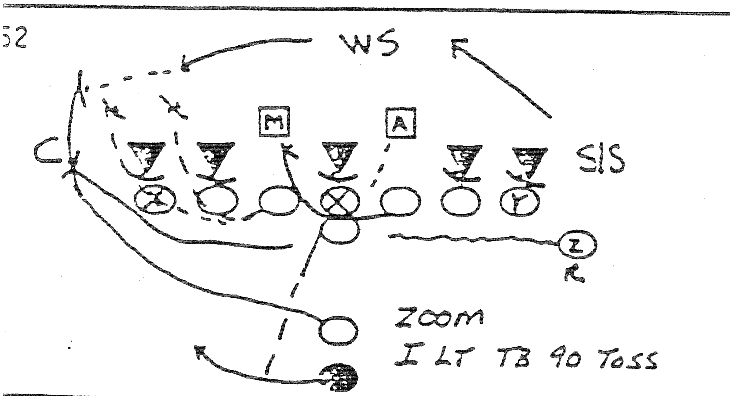
Z DEEP 1/3.

HB BALL CARRIER/WK - # FORCE; STG LEAD # MOST DANGEROUS.

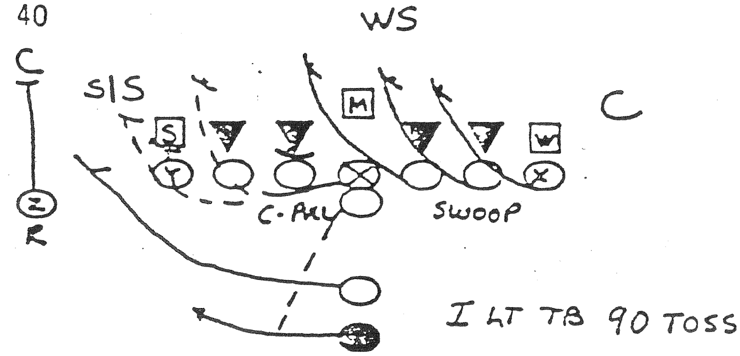
FB FORCE/BALL CARRIER

QB FRONT OUT TOSS TO BALL CARRIER

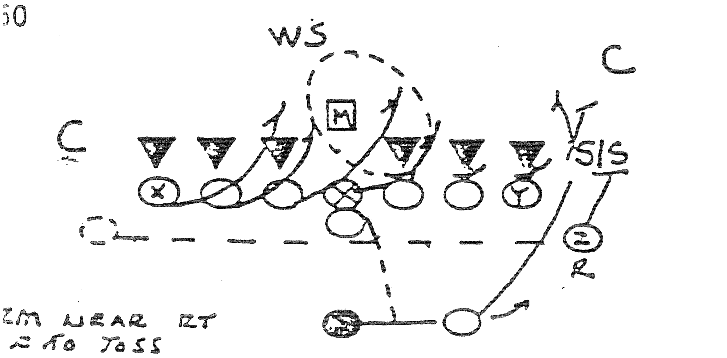
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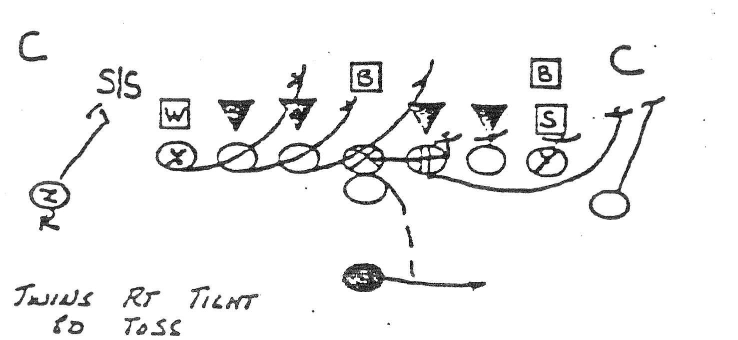
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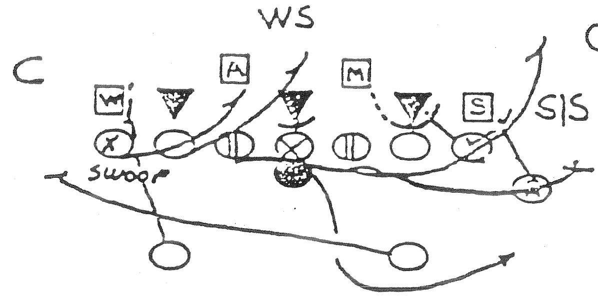
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6-2 PLUGGER



30



SPLIT RT QB 80 GEE OH

PLAY: QB 80/90 GEE OH
(BACKS AWAY)
SINE QUA NON:
DOWN BLOCKS MUST STOP PENETRATION

Y- # DOWN. V. ODD BUBBLE: DBL. TEAM AND RUB FOR BACKSIDE LBERS.

ON T - ON G COVERED: # DOWN V. ODD BUBBLE: DBL TM W/Y

ON G - PULL, # FIRST FORCE

CENTER - UNCOVERED: # BACK. COVERED: # MAN OVER

OFF G - PULL, LEAD, LOOK FOR MLBER UNDERNEATH

OFF T - V. EVEN: # MAN OVER, V. 62 PLUGGER: SIFT #. V. ODD BUBBLE: SWOOP #.

X V. EVEN: # MAN OVER. V. ODD: SWOOP #

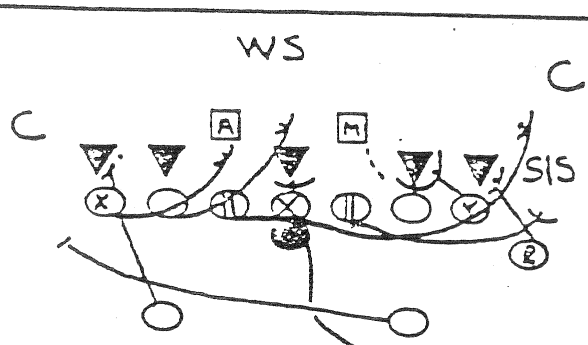
Z BLOCK MAN OVER Y

HB BLOCK WILLIE PUT HAT INSIDE

FB FAKE SWEEP CK CORNERBACK

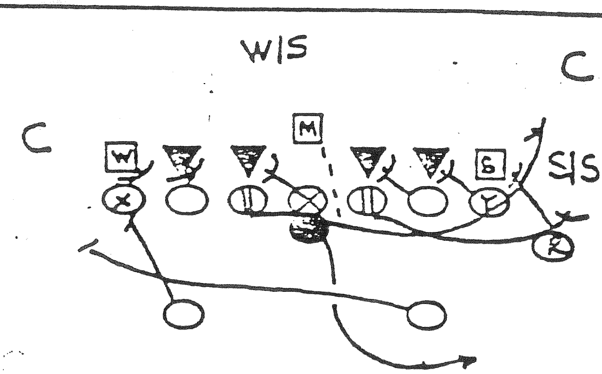
QB BALL CARRIER - FAKE TO FB - BE IN TUNE W/FRONT GUARD

52

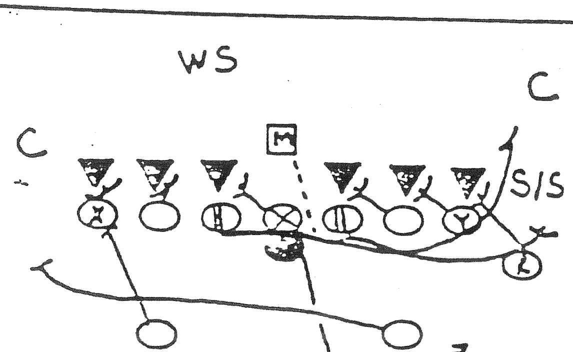


SPLIT RT QB 80 GEE OH

40

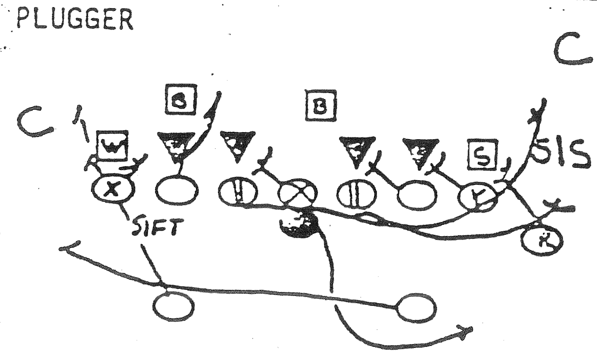


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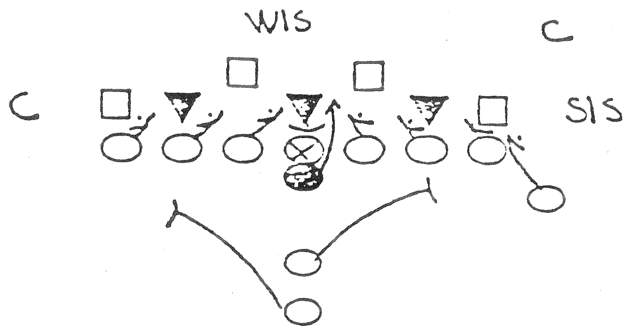


CHANGE RT QB 80 GEE OH

6-2 PLUGGER



30



PLAY: QB SNEAK. LT/RT DIRECTION WILL BE DETERMINE

Y- SEAL OFF INSIDE PENETRATION

ON T - SEAL OFF INSIDE PENETRATION

ON G - VS 30: CHECK DEPTH OF LBKR # MAN OVER YOU
VS EVEN: GET HAT INSIDE DT - MAY GET CENTER HELP

CENTER - VS 30: # NT - MAY GET BACKSIDE HELP
VS EVEN: CHECK DEPTH OF MLBKR # HIM - STEP PLAYSIDE

OFF G - VS 30: STEP TO CENTER, SEAL OFF INSIDE PENETRATION
VS EVEN: SEAL OFF INSIDE PENETRATION

OFF T - SEAL OFF INSIDE PENETRATION

X -TITE - SEAL OFF INSIDE PENETRATION

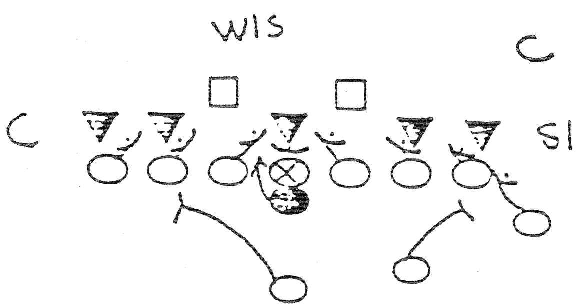
Z -TITE WING - SEAL OFF INSIDE PENETRATION

HB - SEAL OFF PENETRATION YOUR SIDE

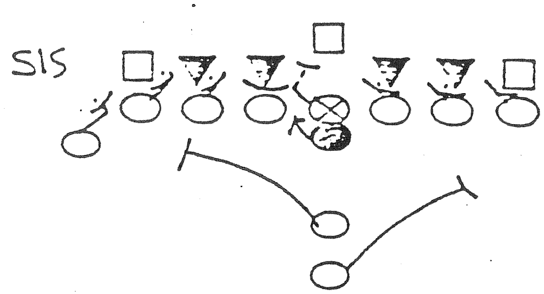
FB - SEAL OFF PENETRATION YOUR SIDE

QB - B.C. STEP DIRECTION CALLED

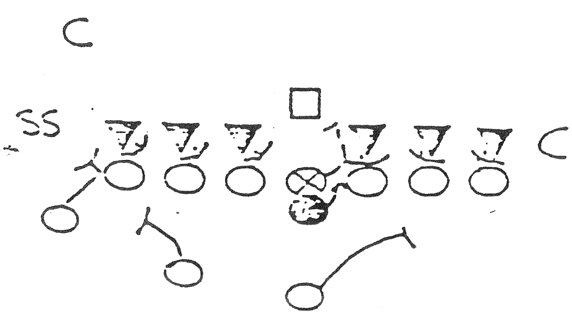
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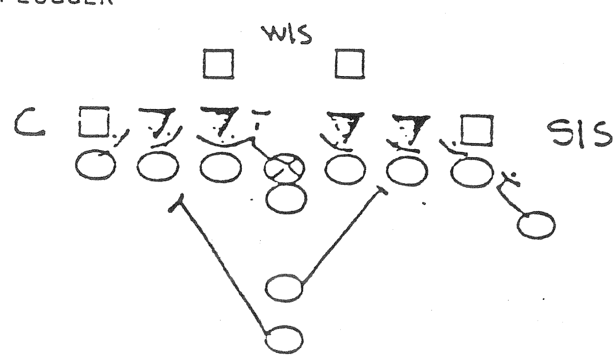
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6-2 PLUGGER

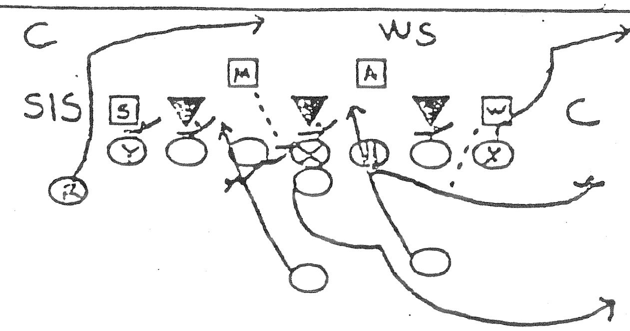


S.Y./G.L. PROTECTION

PROTECTION: SHT. YDG/ GOALLINE BOOT RT/LT

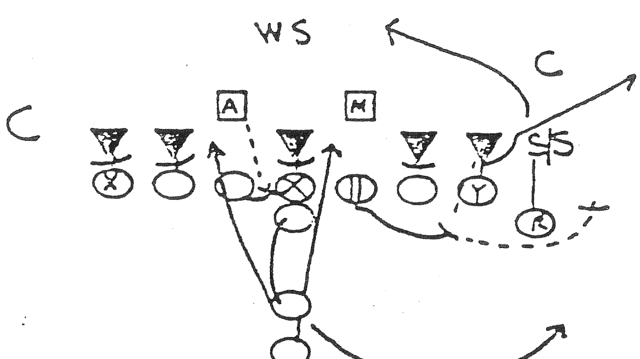
QB:

30

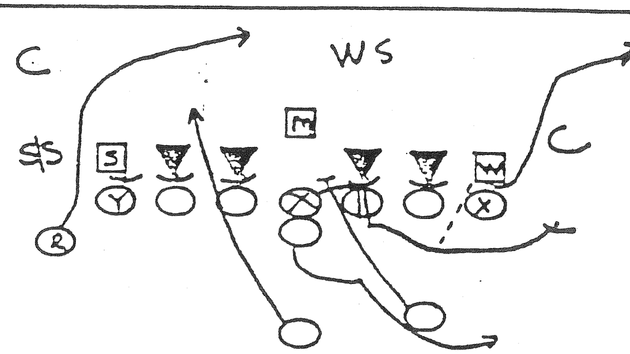


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
:ENTER		V. EVEN: REACH DT. COVERED: # NT
T GUARD		PULL - PICK-UP MDM. YOU ARE PERSONAL PROTECTOR FOR THE QB.
FT GUARD		V. EVEN: STEP PLAYSIDE GAP - # MAN OVER YOU UNCOVERED: STEP PLAYSIDE GAP - ALERT NT. SLANT
T TACKLE		# MAN OVER _ PROTECT PLAYSIDE GAP
FT TACKLE	-	# MAN OVER - PROTECT INSIDE GAP
Y		ONSIDE: SLAM MAN OVER - RELEASE TO PATTERN BACKSIDE: # MAN OVER
HB		DIVE OVER FRONT GUARD. RESPONSIBLE FOR ANY BLITZES YOUR SIDE
FB		DIVE OVER BACKSIDE GD _ RESPONSIBLE FOR ANY BLITZES FROM G-C GAP OUT

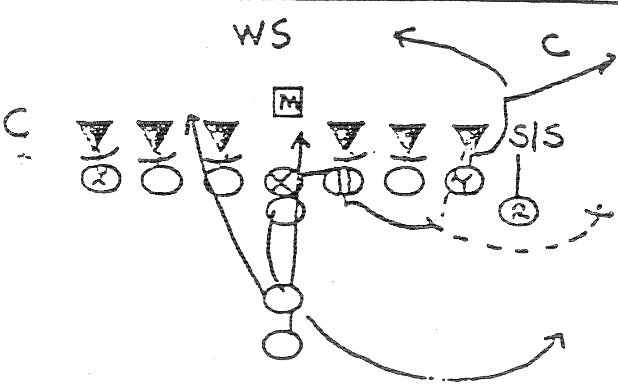
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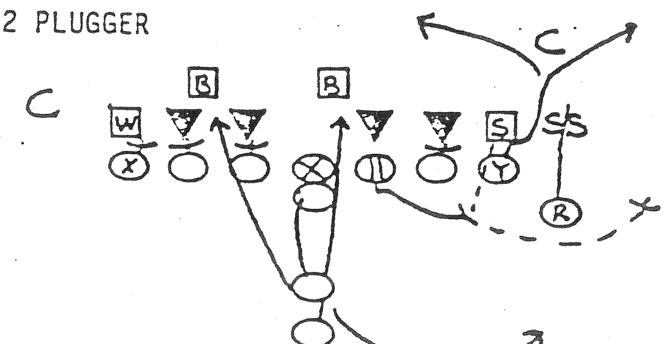
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6-2 PLUGGER

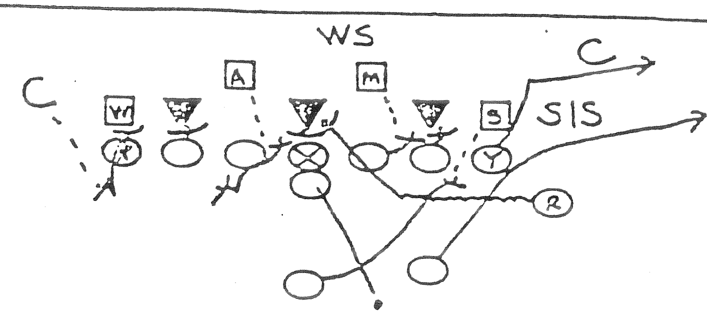


PROTECTION: SHT. YDG.

ROVER SHORT PASS F 40/50
LEAD

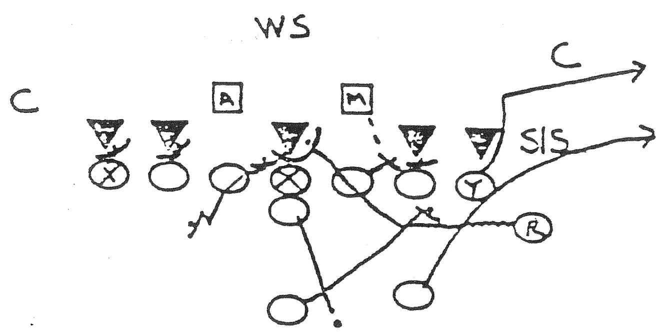
QB:

30

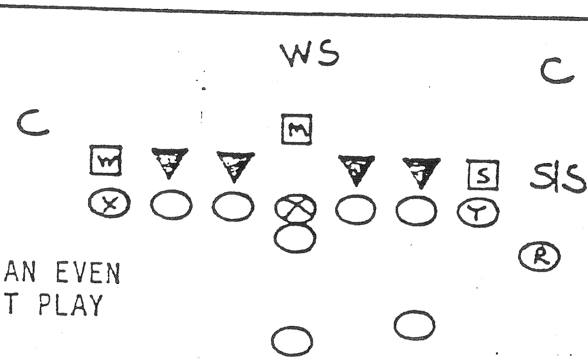


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		# MAN OVER, DB. TM. W/ROVER.
RT GUARD		USE AGG. FAN TECH. EYEBALL LBER.
LFT GUARD		STEP PLAYSIDE GAP - ALERT NT SLANT - CHK. LBER, # BACKSIDE.
RT TACKLE		# MAN OVER.
LFT TACKLE	-	# MAN OVER - PROTECT INSIDE GAP.
Y		ONSIDE: RUN PATTERN. BACKSIDE: # MAN OVER. (POSS: DBL BUMP LB/C).
HB		FREE RELEASE TO PATTERN (FLAT).
FB		FAKE LEAD - BLOCK MAN OVER TE.

52

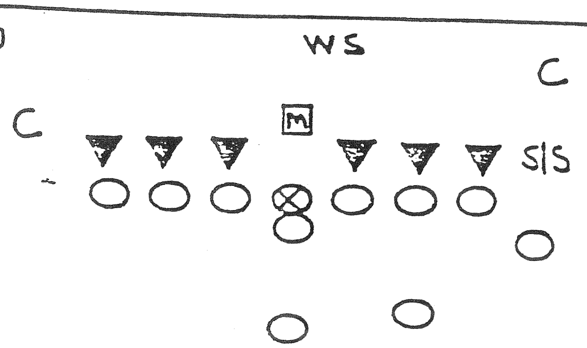


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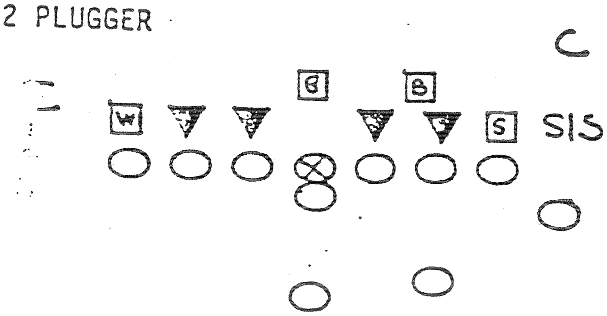
NOT AN EVEN
FRONT PLAY

60



NOT AN EVEN FRONT PLAY

6-2 PLUGGER



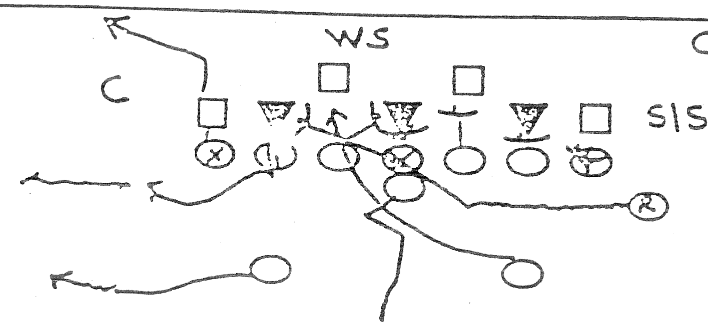
NOT AN EVEN FRONT PLAY

PROTECTION: SHT. YDG/
GOALLINE PASS.

ROVER SHORT PASS 40/50 TRAP

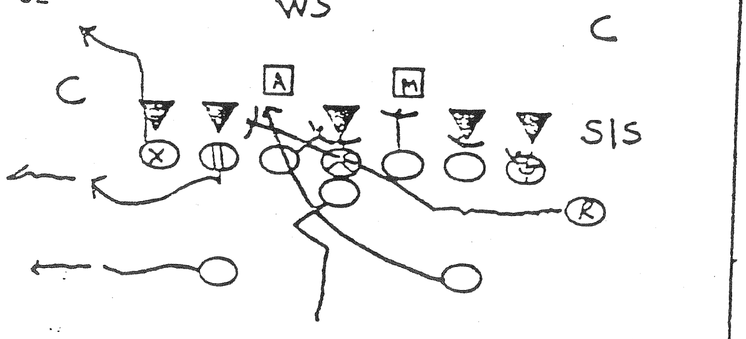
QB:

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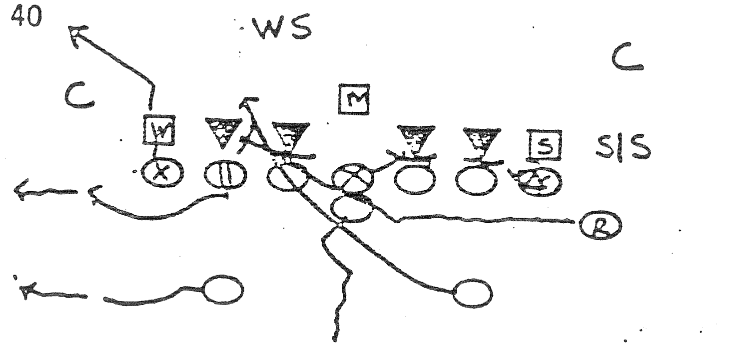


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		# 50/40 ROVER TRAP
RT GUARD		# 50/40 ROVER TRAP
LFT GUARD		# 50/40 ROVER TRAP
RT TACKLE		# 50/40 ROVER TRAP
LFT TACKLE	-	# 50/40 ROVER TRAP. HANG W/HB
Y		ONSIDE: SLAM - RELEASE FOR PATTERN BACKSIDE: # MAN OVER
HB		FAKE PITCH - HANG
FB		FAKE TRAP - BLOCK LB YOUR SIDE

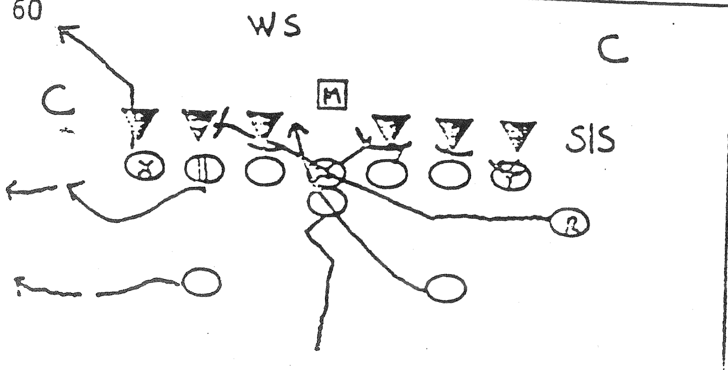
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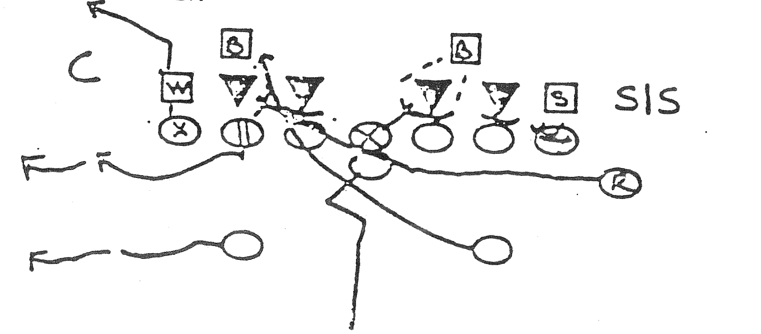
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60



6-2 PLUGGER



PASS GAME 1985

SHORT YARDS/GOAL LINE

PASS 40/50 LEAD Z FLAT

PASS 40/50 LEAD Z POST

PASS 80/90 SLANT X FLAG H FLAT

PASS 80/90 SLANT ROVER POST H SHOOT/9"0"4 FAST

PASS 80/90 SLANT SOLID Y FLAG ROVER FLAT /Y GO

BOOT X FLAG/X FLAG H FLAT

ROLL PICK 7 FLAT/X FLAG H FLAT

JAM RT/LT H CROSS FLAT 6

SPRINT 12 PICK

TWO MINUTE/NO HUDDLE

NO HUDDLE OFFENSE

NO HUDDLE OFFENSE WILL BE USED WITH ANY OF OUR FORMATIONS. THE SNAP COUNT IS "GO" UNLESS THE QB PRECEDES A PLAY CALL WITH RED, WHITE, OR BLUE. THE COUNT WILL THEN BE 1-2-3. THE QB WILL HAVE THE ABILITY TO CALL ANY PLAYER IN MOTION.

RUN GAME CODE

THE FORMATION WILL BE RIGHT!

TED = GUARD TRAP
TOM = TACKLE TRAP
SAM = POWER OH
ROCKET = GEE OH
STREAK = SWEEP
PISTOL = DRAW

RUN PLAY	AUDIBLE
0/1 TRAP	0/1
0/1 TAC TRP	TOM 0/1
20/30 BASE	20/30
40/50 LEAD	40/50
50/40 TRAP	TED 50/40
60/70 BELLY	60/70
60/70 PWR OH	SAM 60/70
80/90 TOSS	80/90
80/90 SLANT	SLANT 80/90
80/90 GEE OH	ROCKET 80/90
90/80 SWEEP	STREAK 90/80
20/30 PAINT	PAINT 20/30
50/40 DRAW	PISTOL 50/40
90/80 DRAW	PISTOL 90/80

OUR PASS GAME WILL BE BUILT ARROUND OUR PASS GAME CODE, USING A COMBINATION OF CODE CALLS WITH NUMBERS AND WORDS WE HAVE.

PASS GAME CODE

SCAT RT = ROGER
SCAT LT = LARRY
OPTION RT = GRAY
OPTION LT = BLACK
3 COUNT SCREEN = ZEBRA
SCREEN MIDDLE = MIKE

EXAMPLES

PLAY	AUDIBLE
SCAT LT 13 H OUT	LARRY 13
OPT RT 272	GRAY 272
SCREEN RT F	ZEBRA 6

TWO MINUTE -2

DEFENSIVE ALERTS

30 FRONT

EXPECT LOADED ZONE OR SINGLE DOGS, BE READY TO ADJUST TO M-M WHEN TWO OR MORE LBKR'S DOG.

43 (5/6 DBS)

EXPECT ZONE. BE ALERT FOR 2/4/6

43 NO SUB

EXPECT SKY ZONE. BE ALERT TO ADJUST TO LOADED ZONE OR M-M CHANGE UP. RUN DOWN DEFENSE.

40 NICKEL

EXPECT SLIDE COVERAGES. ALERT TO ADJUST TO ZONE.
EXPECT PURE ZONE COVERAGES. ALERT FOR INTERCEPT.

BASIC 2 MINUTE PLAYS

653

363

OPT H 353/97"0" POST

844/834

744

747 CROSS

989 CROSS SNEAK/UP

DRAG WK/ST

SCREEN MIDDLE FB

BASIC FORMAT

2 PLAY SEQUENCE

KILL THE CLOCK

LAS - 3

WE WILL ALSO USE GAME PLAN PLAYS.